



World War II Wargames Rules

ACTION
SECOND EDITION



CAMPAIGN D-DAY: OVERLORD



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D-DAY: OVERLORD





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INTRODUCTION

WHAT IS THIS BOOK?

This book is a supplement to the miniature wargaming system *Bolt Action*, set in the monumental maelstrom known as the Second World War, World War Two, or the Great Patriotic War to the Russians. In order to use the content in this book, the reader must know the rules and content of the *Bolt Action* rulebook. In addition, the reader may need access to one or more of the ‘Armies of’ books which outline and provide rules for many of the units and equipment used by the armies in this book, mainly those of the United States, found in the *Armies of the United States* book, Britain and Canada, found in the *Armies of Great Britain* book and those of Germany, found in the *Armies of Germany* supplement.

The day and battle that is the focus of this book is one of the most pivotal and celebrated not only in the history of the Second World War, but that of world history: D-Day, June 6th, 1944, the opening of a second front in Europe. Not only for its historical and military significance, but also because of the iconic and cultural impression it has left. When people think of bravery, or sacrifice, they are imbued with mental imagery of soldiers storming the beaches of Normandy, made all the more vivid by works of popular culture (film, tv, computer games etc), education of our youth, scholarly works of history, and days of remembrance for our war veterans.

D-Day or, as D-Day was known by its planners, Operation *Neptune* (the first phase of the overall plan to liberate Fortress Europe: *Overlord*), was a combined operation of truly gargantuan proportions the likes of which we may never see again. It was the fruit of years of planning, training and preparation. A bringing together of the best military, scientific, and engineering minds to overcome what was seen as one of the greatest manmade bulwarks ever created; the Atlantic Wall. In the two years prior to D-Day the Allies amassed stockpiles of the materiel in preparation for the invasion. Aircraft, ships, landing craft, artillery, and tanks in the tens of thousands, five million tons of invasion supplies, while a million and a half servicemen were stationed in England ready to take on Hitler’s armies in France. The logistics of the operation were astounding. The

invasion fleets themselves numbered over 7,000 craft, while the tactical and strategic aircraft supporting the invasion were around 8,000 in number. The 150,000 ground troops carried aboard the ships of the invasion fleet as well as a further 20,000 involved in the airborne assault on D-Day, would pry open Hitler's Atlantic Wall creating a foothold the Allies would exploit with their superiority in material and manpower.

This book will look at D-Day through the eyes of wargamers who seek to recreate the heroic deeds of the soldiers involved in the battle to forge a second front and, ultimately, defeat Nazi Germany. These pages are filled with units, heroes, and scenarios recreating the battles fought by the airborne units that were the first to set foot in occupied France, the soldiers wading ashore on the beaches of Utah, Omaha, Gold, Juno, and Sword, and the battles fought inland by the Allies to widen the beach head and achieve their D-Day objectives. Whilst this book solely focuses on the events of June 6th 1944 two other books will deal with the US, Canadian, and British breakouts from the beachheads.

"The first 24 hours of the invasion will be decisive for the Allies, as well as for Germany, it will be the longest day." Field Marshall Erwin Rommel



DD Sherman

PLANNING AND EXECUTING THE GREATEST INVASION IN HISTORY



OPERATIONS *OVERLORD* AND *NEPTUNE*

Operation *Overlord* was the Allies overall plan for the battle of Normandy and the successful lodgement of Allied forces in France that would eventually drive into the heart of Germany after this first initial battle. The name for the first phase of *Overlord*, to commence on D-Day, was Operation *Neptune*.

The origins of the plan to open a second front go back to the dark days of 1940 when British Prime Minister Winston Churchill established Combined Operations with the idea of conducting amphibious commando raids along the French coast. Combined Operations conducted many successful raids in 1941–42, but the one they were to learn the most from was their biggest failure, the raid on Dieppe. Conducted as a mini invasion in August 1942, the assault attacked a fortified port head on with disastrous results. The Dieppe raid had been pushed forward as a result of pressure from both of Great Britain's major allies. Russia, which had been on the verge of destruction since June 1941, had been calling for a second front in Europe ever since. The Americans led by the US Chief of Staff of the Army General George C Marshal wanted a second front almost immediately. He pushed forward an old British plan for an invasion of France, Operations *Sledgehammer* and *Roundup*, but in the end, Marshal abandoned this idea of a 1942 invasion and instead went along with the limited raid at Dieppe and the invasion of French North Africa, Operation *Torch*.

The decision to finally launch the second front was made at the Trident Conference in Washington in May 1943. Churchill had actually opposed the idea in favour of avoiding the Atlantic Wall completely and attacking through southern Europe. He was overruled by the Americans. Build up for an invasion had already begun through Operation *Boleto*, now a British Lieutenant-General named Frederick Morgan would begin planning an invasion in his new role as Chief of Staff to the Supreme Allied Commander (COSSAC). Morgan immediately began gathering intelligence on German defences and possible landing sites while looking at the lessons learnt from Combined Operations and

the amphibious and airborne operations conducted in North Africa (*Torch*), Sicily (*Husky*) and mainland Italy at Salerno (*Avalanche*) and Anzio (*Shingle*). He decided on Normandy for a number of reasons. The first was that Normandy was within range of fighter aircraft, second was the fact that ports on the south and southwest coast nearest to Normandy had much greater shipping capacity for an invasion fleet than those facing the Pas-de-Calais. Third, there were large French ports close to the Norman beaches. Fourth, the beaches in Normandy were suitable for amphibious operations.

The initial invasion force for D-Day in Morgan's plan was set at three infantry divisions and a British airborne division which would capture the tactically important city of Caen. These forces were to be supplemented with additional forces once a foothold had been gained. The rest of the *Overlord* plan was changed little by Eisenhower and went into detail about the expected progress of the invasion up to D+90 (90 days after the initial landing). To assist the supply and reinforcement of *Overlord*, ingenious artificial harbours were to be constructed named Mulberry A (American) and Mulberry B (British). Also vital to the plan was the construction of a pipeline from England to France codenamed *Pluto*. Its function was to supply the vast quantities of fuel the mechanised Allied armies would need to advance deep into enemy territory.

When Eisenhower was given command of Operation *Overlord* as Supreme Allied Commander, Allied Expeditionary force in December 1943 the assault force for Operation *Neptune* was increased to five infantry divisions with armoured support and three airborne divisions. After a lodgement had been made, two Allied armies were to pour into the beachhead as it expanded. The landing sites for the operation were also widened and increased to include two American landing sites (Omaha and Utah). One site was now situated on the Cherbourg peninsula. The three British/Canadian landing sites on the left flank of the Allied landings were codenamed Gold, Juno, and Sword. Leading the British landings were the specialised engineering tanks of the British 79th Armoured Division designed to defeat the obstacles of the Atlantic Wall. The three airborne divisions were to drop into Normandy in the early hours of D-Day and secure objectives vital to a successful landing of the seaborne troops who were to land at dawn. In charge of all land forces for the operation (the 21st Army Group) was none other than the prickly hero of El Alamein, General Sir

Bernard Law Montgomery. Command of the US First Army went to General Omar Bradley, while Lieutenant General Sir Miles Dempsey commanded the British Second Army. The initial date set for D-Day was May 1st 1944. Of course, this changed to June 5th due to a shortage of landing craft and then again to June 6th due to poor weather.



Under Rommel's guidance the Atlantic Wall has been heavily fortified

FORTRESS EUROPE

By 1944, the tide of the war was turning against the Third Reich and the Axis as a whole. On the Eastern Front the Germans had endured the cataclysmic defeats of Stalingrad and Kursk. On the southern front the Axis were decisively defeated in North Africa and had lost Sicily. This left the 'soft underbelly' of Europe open. Taking advantage of this the Allies invaded mainland Italy knocking it out of the war. By May 1943 the Battle of the Atlantic was lost, which allowed the Allies to build up forces in England in preparation for an invasion with impunity. The strategic bombing of Germany cities, industry, infrastructure, and precious wartime resources (oil was the major example of this) was increasingly effective and had the further effect of diverting the Luftwaffe's fighters from the front lines to defend Germany's cities and industry. In the meantime, Churchill's declaration that he would "set Europe ablaze" in 1940 was bearing fruit as the British SOE and American OSS fanned the flames of resistance in occupied Europe. Other home-grown partisan and guerrilla movements attacked the German's supply lines and tied down their troops all over the continent.

With all these problems Hitler pinned his hopes on the defences of the Atlantic Wall to defeat any Allied landing. The Atlantic Wall was conceived by Hitler in December 1941 after he had declared war on the United States. In part this was a response to raids by British Combined Operations but also by the greater likelihood that an invasion would come, now that the United States had entered the war. Construction began in mid-1942 with the Todt organisation using hundreds of thousands of slave labourers. It was to stretch from Northern Norway down to the Pyrenees mountains on the French/Spanish border. In some places, such as the Pas-de-Calais and the ports along the coast it was formidable. In other locations the defences were much weaker. When Rommel took command of Army Group B in December 1943 he was ordered by Hitler to make a full inspection of the defences of the Atlantic Wall. With an Allied invasion now imminent he concluded that Allied superiority in numbers of men and equipment and supremacy in the air meant that the invasion had to be

defeated on the beaches and in the fields where airborne forces could land. He went about expanding and deepening the defences, especially on the beaches, laying millions of mines, constructing new fortifications, and designing and implementing new obstacles to stymie any Allied landing. This included obstacles that could snag and destroy landing craft, and tank traps to stop tanks dead. He also prepared for airborne landings by flooding potential landing locations and by also laying anti glider obstacles such as 'Rommel's asparagus' (designed by Rommel himself) to destroy gliders. At the time of the D-Day landings Rommel thought the defences in Normandy were far from ready for the invasion. The quality of some of the static divisions was questionable and some of the old Russian, French, Italian, and Czech equipment they were using was also regarded in most cases as obsolescent. The lack of depth in the defences on the Norman beaches also worried Rommel. As did deployment of the vital panzer divisions which Rommel felt should be close to the beaches. Only one panzer division (21st Panzer Division) was close enough to have an impact on the landings of the first day.

The problems with the command structure of German forces in France would create crippling problems on D-Day. As was common with Hitler's leadership style he set up a command structure in the western theatre of operations where the top commanders competed against each other and he had the final say. The two top commanders in the theatre, Runstedt and Rommel, fundamentally disagreed on how the vital panzer divisions should be deployed. Rommel, believing that any invasion needed to be defeated on the shoreline on the first day, thought the panzer divisions needed to be deployed near the coast where they would be able to act decisively and with less interference from Allied air interdiction. Runstedt contended a central reserve further inland would have greater effect against an Allied lodgement. Hitler in the end decided on a compromise. Three of the panzer divisions would be deployed as Rommel wished while the other four would be put in a theatre reserve under Hitler's direct control.



German gun teams await the inevitable invasion of France

OPERATION *POINT BLANK*

Preceding *Neptune* was an extensive bombing campaign called Operation *Point Blank*, put in motion from June 14th 1943. This directive gave RAF Bomber Command and the American Eighth Airforce the task of eroding the Luftwaffe's capabilities prior to D-Day. In this they were quite successful. They targeted aircraft factories and any other targets related to aircraft manufacture (e.g. the raids on the Schweinfurt ball bearings plants). They also targeted oil production, railways, and bridges. When Eisenhower took direct control of the strategic bombing forces – he already had control over tactical and operation squadrons in England – in April 1944 the focus switched to isolating the invasion area, preventing or stymieing movement of reserves there.

An important goal was to attain air superiority over the invasion area; in this they were undoubtedly successful. Resistance to D-Day by the Luftwaffe was almost nonexistent. The bombing was also used as a form of deception. For every bomb dropped on Normandy two were dropped on the Pas-de-Calais. In the bombing of targets in Normandy prior to the invasion there were many other air operations conducted on specific targets. Radar sites in particular were a priority target with the aim of blinding German early warning sites to the presence of the invasion fleet. One of the most effective operations was Operation *Flashlamp* which targeted German army and navy coastal batteries. The bombing of Pointe-du-Hoc is one case in point. By D-Day Eisenhower had under his command 8,000 offensive and fighter aircraft.



German Army MMG Team

OPERATION *BODYGUARD*

Operation *Bodyguard* was an intricate plan of massive scope. Its ultimate goal was to completely deceive the Germans as to Allied intentions. In all, Operation *Bodyguard* had six main methods of deception and 76 subordinate plans. These plans were assisted by various forms of espionage and counter-espionage coordinated by the London Control Section of MI5. The breaking of the Enigma code and the Ultra intercepts at Bletchley Park assisted the deception greatly and helped the Allies gauge whether or not it was having the desired effect. Early in the war and throughout its course, the British were very successful at identifying German agents and turning them into double agents whereby feeding the Germans misinformation to assist their plans.

The main two deception plans were Operation *Fortitude South* and *Fortitude North*. Both created fictitious armies along with fake unit insignias, false radio traffic, real commanders, dummy equipment and landing craft, and fake lighting schemes to mimic staging areas for an invasion. *Fortitude South* created the First US Army group stationed in southeast England across from the Pas-de-Calais. Its objective was to deceive the Germans into thinking the main thrust into Europe would come from there – something the Germans had already been predisposed to think. In charge of this phantom army was none other than General George Patton whom the Germans believed was the Allies most able commander. The Germans were so convinced by this ruse that they stationed one third of all their divisions in France (19 divisions out of a total of 60) in this sector and kept them there into August 1944 as the Allies were breaking out of the hedgerow country in Normandy with Patton leading the charge. The aim of *Fortitude North* was to keep the 200,000 German troops stationed in Norway pinned there. In this again they were successful. Hitler barely shifted any troops from his garrison in Norway. The garrison remained large and out of the fight.

Along with Operation *Fortitude*, similar deception plans were put into place in the Mediterranean. Operations *Zeppelin* and *Ironsides* ran between February and July 1944. The Allied goal was to make the Germans think there was a

threat of invasion in Southern France and then Greece and the Balkans. Hitler would therefore keep his forces along the Mediterranean coast in place. Using similar means to the *Fortitude* operations these operations again were successful. These deceptions continued on D-Day, and beyond, to mask Allied intentions and confuse the enemy, primarily by confirming German preconceptions. Operation *Bodyguard* was enormously successful. It helped keep German forces away from Normandy and left the might of the German war machine spread out and over extended across the Third Reich.



Soldiers, Sailors, and Airmen of the Allied Expeditionary Force embark upon the Great Crusade

COUNT DOWN TO THE INVASION

As spring came to an end in May 1944 invasion became inevitable. Everyone on both sides knew it was going to happen, the question was when and where. The Germans had their theories but their intelligence on the question was poor or fed to them by Allied intelligence. They really didn't know when and where it would come. General Eisenhower on the other hand was one of the best-informed commanders in history. Throughout the months prior to D-Day beach reconnaissance parties from the COPP (Combined Operations Pilotage Parties) landed on the invasion beaches to map beach gradients, shore currents, and collect sand samples to work out the suitability of landing sites for the deployment of tanks. With Allied air supremacy in effect over Western European skies, British and American reconnaissance planes took detailed pictures of the invasion area daily, constantly monitoring and analysing the invasion beaches and enemy troop dispositions. Along with thorough details of the landing sites Eisenhower knew the enemy's order of battle, details about unit quality, their morale, their defences, and state of supply. This was due in no small part to the superiority of Allied intelligence during the war. The interception of German communications by the codebreakers at Bletchley Park provided vital and detailed intelligence that gave the Allies a window into what the Germans were thinking and whether their deception plans were working. One of the best sources of local intelligence was the French resistance. They sent radio and written dispatches to the Allies on all manner of intelligence from troop dispositions to the effectiveness of air raids. In the days leading up to the invasion this vital intelligence went down the ranks to the front-line soldiers who would fight the battles of the beaches and of the airborne assault.

The troops going into Normandy would be some the most thoroughly trained and prepared in history. Many had been preparing for the invasion for years (the Canadians that landed on Juno Beach are a good case in point). They knew their roles inside out, the layout of the battleground they would be fighting on in detail, and were highly proficient in the use of the weapons and equipment they would use in combat. Many ran exercises on mock ups of the objectives they

would be fighting for, while others received training in highly specialised tasks. In the last week of May, the troops that would fight on D-Day were confined to their camps behind barbed wire and put under guard. They were not allowed to send letters or say goodbye to loved ones. It was at this point they received a detailed briefing on their D-Day objectives using aerial photos, maps, models, and sketches.

The weather in May 1944 had been near perfect without a cloud in the sky or even a breeze to speak of. On May 29th the SHAEF (Supreme Headquarters Allied Expeditionary Force) Meteorologist Committee headed by Group Captain James Stagg, made an optimistic weather forecast for the first week of June. Based on this report Eisenhower set the wheels turning on Operation *Neptune*. Over the next three days men and equipment began moving to ports and their awaiting transports ships. By June 3rd all of the troops involved in the landing were on board their assigned ships and receiving their final briefings.

At 9:30pm on June 3rd, Group Captain Stagg, in a meeting with SHAEF commanders, painted an unsettling picture of the weather situation over the days reserved for the invasion. Following the prerequisites set for passable conditions, mainly low tide in coordination with first light and suitable moonlight for the airborne assault, there were only three days in June that were suitable for the invasion. Eisenhower had chosen June 5th with June 6th and 7th as alternatives. Other concerns were high winds in the Channel when landing troops on the beaches and cloud cover over the invasion area which would hamper the airborne phase of *Neptune* and the air and naval bombardments of the German defences. In his June 3rd report Stagg stated that there would be heavy winds in the Channel until June 7th and that cloud cover would be as low as 500 feet, making landings extremely difficult, the pre-landing sea bombardment and airborne landings impossible. Eisenhower postponed any decision to the following morning, hoping the situation would change.

On the following morning, Sunday June 4th, Eisenhower and his commanders met again with Group Captain Stagg. There had been no change in the situation. Air Chief Marshals Tedder and Leigh-Mallory were certain air operations could not be conducted in such conditions while naval operations and landings would be chaotic at best. Eisenhower knew air superiority was vital for the operation; he postponed D-Day by one day to June 6th. The gears of

Operation *Neptune* came sputtering to a halt as ships that were already making their way to Normandy turned back in stormy seas. They would meet again that night at 1730hrs. As the leaders of Operation *Overlord* waited for Group Captain Stagg's assessment a solemn mood filled the room. They all knew what was at stake and they also knew the invasion could not be delayed another 24 hours. If D-Day was delayed the conditions needed to execute the invasion would not come about for another two weeks and even then, the moonlight on those nights were close to non-existent. Other important factors were also at play. The effect on morale and security of the plan were at stake. The political stakes were also high. The Russians, who had been demanding a second front since 1941, had timed their summer offensive to coincide with the landings. As Eisenhower wrote later: "The inescapable consequences of postponement were too bitter to contemplate". To everyone's surprise Stagg forecast that there would be a brief period improvement from the afternoon of June 5th to the evening of June 6th, giving Eisenhower a big enough hole in the weather to launch *Neptune*. A light of optimism entered the room but Eisenhower still had misgivings about the situation. What if the storms raging in the Channel isolated the troops landed on the first day and doomed them to defeat. Eisenhower was for going ahead as most of the men present were, but would not give the go ahead until confirmation of this change in the weather came on the next morning.

On the morning of June 5th Group Captain Stagg made his forecast: "Gentlemen no substantial change has taken place since last time but as I see it the little that has changed is in the direction of optimism." With a smile General Eisenhower replied: "Ok, we'll go." With finality the order was given. The gears of Operation *Neptune* were turning again; the invasion was underway.



US M4 Sherman Medium Tank

THE AIRBORNE ASSAULT



“You are soon to be engaged in a great undertaking – the invasion of Europe. Our purpose is to bring about, in the company of our Allies, and our comrades on other fronts, the total defeat of Germany. Only by such a complete victory can we free ourselves and our homelands from the fear and threat of the Nazi tyranny.”

General Dwight D Eisenhower, Supreme Allied Commander, Allied Expeditionary force

Throughout June 5th storms raged across the Channel and rain and strong winds fell upon Normandy. None of the German high command thought the Allies would launch the second front in weather that was the reverse of what was ideal for an amphibious operation. German meteorologists in Paris echoed this sentiment and forecast a continuation of the poor weather. After hearing the forecast Rear Admiral Walter Hennecke, the Kriegsmarine commander in Normandy, cancelled all torpedo boat patrols that night. Major General Max Pemsel, the Chief of Staff of the Seventh Army (The German army defending lower Normandy and Brittany), was convinced the invasion would not happen for another two weeks given the weather conditions. He told the commander of the Seventh Army, Colonel General Friedrich Dollman, as much and he in turn ordered a staff war game to be held in Rennes. Attending the war game were all divisional and regimental commanders of the Seventh Army. The war game was to take place at 10am on June 6th. To get there on time, those attending would have to leave before the scheduled airborne drops, leaving the units of the Seventh Army leaderless. The 91st Luftlande Division's commander, Major General Wilhelm Falley, told one of his staff officers as he was leaving for the war game “Nothing's going to happen in this lousy weather”. On the morning of D-Day Falley would be gunned down by paratroopers in his staff car.

Field Marshal Rommel would also be absent from his headquarters as events unfolded on D-Day morning. He had gone home to Herrlingen in Germany to celebrate his wife's birthday which was on June 6th. The absence of German leadership would add another layer of chaos to that brought upon the Germans by the Allied airborne jumps and landings scattered throughout Normandy.

“John has a long moustache... repeat, John has a long moustache”, the speaker crackled in French. Surrounding the recording device were officers

manning the signals centre of the Fifteenth Army stationed at Tourcoing, Belgium. They were listening to a recording of a BBC broadcast from the French-language service. The nonsensical lines read out one after the other were directed to the French Resistance awaiting the signal that the invasion was imminent and that they were to commence with their assigned sabotage operations. The German officers in the room knew the broadcasts' purpose thanks to a double agent in the French Resistance. The recording went on:

“The doctor buries all of his patients – repeat, the doctor buries all of his patients – Wound my heart with monotonous languor – Repeat, Wound my heart with monotonous languor”

Reacting to the last line spoken by the announcer, the commanding officer in the room, Oberst Helmuth Meyer, stood up, pulling the cigarette from his mouth. He then spoke with a grim expression on his face: “Gentlemen, the invasion will commence within 24 hours.”

Armed with this information Meyer passed it on to his superiors at around 2130hrs on June 5th. In the next few hours the information was passed on to Hitler's headquarters at Berchtesgaden, Runstedt's headquarters in Paris, Rommel's HQ, and the headquarters of the commanders of the Seventh and Fifteenth Armies. Surprisingly nothing was done with this vital information. Historians believe the blame lay with the Commander-in-Chief West, Field Marshal Gerd von Runstedt. He could not believe the Allies would attack in such appalling weather. He also could not fathom that the Allies would, in his mind, be stupid enough to announce their plans in such a way. No one can say with certainty what the consequences may have been for the Allies if this information was taken seriously. It may well have led to slaughter on the beaches. It remains another 'what if' of history.



British Paratroopers neutralise a German flak gun

D-DAY DECEPTIONS

As the airborne armada prepared to make its way across the English Channel Operation *Fortitude's* D-Day deceptions began in earnest. Eighteen of the 92 German radar stations along the French coast were still functioning and the conceivers of Operations *Taxable* and *Glimmer* were going to use the Germans own electronic eyes to deceive them. The goal was to protect the airborne armadas from night fighters and the seaborne naval fleet by making the Germans believe a powerful fleet was heading for the *Pas-de-Calais*. The first method they chose to achieve this was a tried and true method used in many bomber missions over German occupied skies – strips of aluminium (known as ‘window’) were dropped to mimic the radar signature of a heavy bomber with the result that German fighters would be decoyed onto this false armada. On D-Day 25 Lancaster bombers were given this task, dropping their strips over the Somme river. For three vital hours the Luftwaffe were convinced a bombing raid was heading toward Amiens in Northern France and the *Pas-de-Calais* and sent what fighters they had there. The transports carrying the airborne troops were left completely alone by German night fighters. In the meantime, two small groups of motor launches carrying huge barrage balloons with reflectors mimicked the appearance 10,000-ton troop ships also heading for the *Pas-de-Calais*. This conformed to the Germans mind set in regard to Allied intentions and helped keep German units in the area in place.

OPERATION *TITANIC*

Operation *Titanic* was a joint SAS (Special Air Service) – RAF (Royal Air Force) Operation which involved 40 aircraft (mainly older Hudsons, Halifaxes, and Stirlings), dummy parachutists, and SAS teams that would parachute with the dummy paratroopers behind enemy lines. The Operation was called *Titanic* because its planners thought it had little chance of success. *Titanic* took place on the night of June 5/6th, its objective to was to divert as many German troops as possible from the airborne and seaborne landings and to sow confusion. In this

they were successful in diverting thousands of troops in the early hours of D-Day and delaying much of the 12th SS Panzer Division from getting to the front line.

The dummies, standing at 2' 9", were crudely made with a series of stuffed cloth bags. They were equipped with what were known as battle simulators which, on landing, detonated firecrackers that mimicked the sight and sound of gunfire and exploding grenades. A charge would then set them on fire to prevent the enemy from discovering the ruse. Two hundred dummies were dropped near the base of the Cotentin Peninsula in the area of the American parachute landings, 50 more east of the Dives River in the British sector, and 50 more south west of Caen. Outside of the invasion area, 200 more were dropped at Yvetot, 50 kilometres outside of Dieppe. The British affectionately called their dummy paratroopers 'Ruperts' while the Americans called them 'Oscars'.

The role of the SAS in this operation was to parachute into Normandy with recordings, amplifiers, and speakers, set them up and allow them to play for 30 minutes to attract enemies to the area. The recordings were of combat sounds such as machine gun and mortar fire and the shouting of commands. The SAS teams were ordered to allow at least a few of the Germans in the area to escape skirmishes with them so they could spread word of a parachute drop. Some of the SAS teams dropped around St Lo were responsible for diverting a battle group from the German 915th Grenadier Regiment which was delayed in counter-attacks against Gold and Omaha beaches.



US Airborne Mortar Team

SCENARIO 1: OPERATION *TITANIC*

0011hrs June 6th 1944.... Norman Poole and his SAS team are gliding down toward the Normandy country side. As they near the ground the night sky lights up with flashes along the ground below them and the night is pierced with the cracking sound of what appears to be gun fire and explosions. The dummies have landed and are making all the ruckus they're supposed to. The ground rushes up to meet Poole and with a jolt he tumbles over. Recovering amongst the commotion he gets out of his harness and gathers his team. Time to find the equipment....

FORCES

SAS

Five SAS Deception teams each of two men. Each team is armed with an improvised bomb (see [SAS Deception teams](#)). The free British artillery observer cannot be taken in this scenario.

GERMAN

A random squad of infantry will enter the table every turn from turn two. These may be shirker Osttruppen (page 29 in *Armies of Germany*), Regular Grenadiers (page 23 in *Armies of Germany*), or Veteran Fallschirmjäger (page 26 in *Armies of Germany*).

SET-UP

Set-up the table with terrain that is suitable for a rural area in Normandy. Hedgerows, farms, small hamlets of a few buildings, crops, orchards etc.



Scenario 1: Operation *Titanic*

OBJECTIVES

The attacker places three objective markers representing locations for them to set up their sound equipment. These objectives must be at least 12" apart.

DEPLOYMENT

The five SAS teams and a canister with their sound equipment will be performing a parachute landing Prior to turn 1. (see [parachute landings](#)) The canister can be a model of a canister used by the British during the war or a marker that clearly represents it. It is recommended the marker or model is on a 2" by 1" base. The SAS teams are landing with dummy paratroopers equipped with battle simulators which will attract Germans to the area. These will not appear on the table – that will be left up to the players' imagination.

The German forces do not start on the table. From turn two one German unit per turn will enter from a random point on the table. At the start of each

turn add their order die to the bag.

SPECIAL RULES

RESERVES

The recorded sounds played and the battle simulators of dummy paras and SAS divert German troops to the area. At the start of each turn place an order die in the bag. When a German order dice is pulled a German squad will enter the table. To determine what kind of squad it is roll a D6 and consult the Squad Type Reserve Table. After determining what kind of squad arrives the German player then rolls a D6 and consults the Reserve location Table to see where their squad arrives on the table.

Squad Type Reserve Table	
D6 Roll	Effect
1	An Ad hoc Osttruppen squad of five men enters the table. The squad has one SMG (Submachine gun) and four rifles.
2	An Ad hoc squad of four Grenadiers enters the table. The squad is armed with one SMG, three rifles.
3	An Ad hoc squad of three Fallschirmjäger* enter the table. They are armed with two assault rifles and one rifle.
4	A squad of eight Osttruppen enters the table. They are armed with one SMG and seven rifles.
5	A squad of seven Grenadiers enters the table. They are armed with one SMG, five rifles and one LMG.
6	A squad of six Fallschirmjäger* enters the table. They are armed with three assault rifles, two rifles and one LMG.
*If you don't have Fallschirmjäger you can use Veteran Heer Grenadiers.	



German troops investigate the strange lights and sounds emanating in the dark

Reserve Location Table	
D6 Roll	Effect
1	The squad arrives in the top left corner of the table.
2	The squad arrives at the top centre of the table (36" in from sides).
3	The squad arrives at the top right corner of the table.
4	The squad arrives on the bottom right corner of the table.
5	The squad arrives at the bottom centre of the table.
6	The squad arrives at the centre left short table edge.

NIGHT FIGHTING

(See pages 219–221 of *Bolt Action* rule book). The whole scenario is fought in darkness.

GRAMOPHONES

The SAS teams first have to gather their sound equipment from the canister dropped with them. To pick up this equipment SAS teams need to start a turn

adjacent to a canister. They can still perform an order that turn. When they gather this equipment the SAS teams need to make their way to the objective locations and set up their equipment. Players use a counter to mark that a unit has possession of the equipment. SAS Deception team needs to start their turn adjacent to a objective marker and must be given a *Fire* order.. Place the counter on top of the objective marker to show that the gramophone is in use.

BOOBY TRAPS

The SAS teams can use their Improvised bombs to booby trap the gramophone objectives. If a booby trap explodes and it is in the vicinity of a set up gramophone, the gramophone is blown up as well, denying the Germans the opportunity of discovering and deactivating the gramophone. If this happens the British player would still get a Victory Points for both setting up the gramophone and for it not being deactivated by the Germans (see victory conditions.)

DEACTIVATE

To deactivate the sound equipment deployed by the SAS, a German unit must be given the *Fire* order while adjacent to the objective marker.

ESCAPE

The SAS have to keep the ruse up long enough to attract enough German forces to the area. From turn 5 the SAS may leave the table and escape. If all SAS Deception teams have left the table, the game ends.



SAS Deception teams retrieve their equipment in the early hours of D-Day

FIRST TURN

Before turn 1 begins the British player carries out the parachute drop of their units and canister. During the first turn no order dice are put in the bag. Instead the British player uses their order dice to mark that a unit has finished its turn. At the start of turn 2 add the British dice and that of the new German unit arriving on the table.

OBJECTIVE

The SAS must attract enough German units to the area before their ruse is discovered and keep themselves alive.

The Germans must destroy the SAS infiltrators and deactivate their equipment before more troops fall for the British ruse.

DURATION

If there are still SAS on the table at the end of Turn 6 roll a die. On a roll of 1, 2

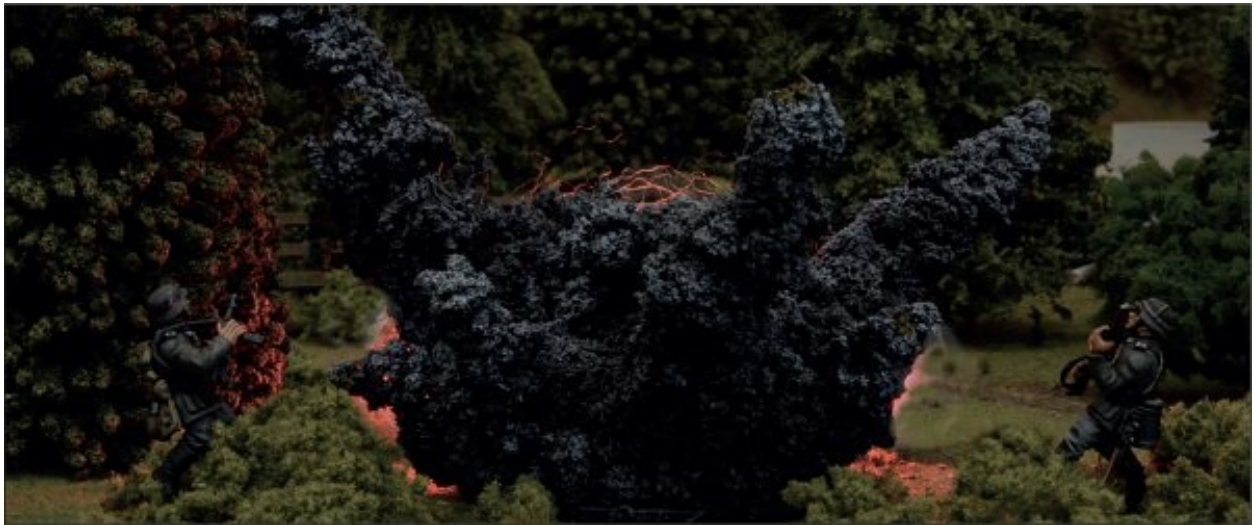
or 3 the game ends. On a roll of 4, 5, or 6 the game goes for another turn.

VICTORY!

The side that accumulates the most Victory Points (VPs) wins the game. The SAS get one Victory Point for every two German units that have arrived on the table and one Victory Point for each gramophone that was both set up and not deactivated by the Germans (still counts if destroyed by a booby trap). The Germans get one VP for each gramophone deactivated or never set up by the SAS. They also get one VP for each SAS operative killed. If both sides have the same amount of Victory Points the game is a draw.

THE AFTERMATH

Lieutenant Norman Poole and his ten-man SAS section from B Squadron, 1st SAS, landed in the vicinity of St Lo at the base of the Cotentin Peninsula. They created so much noise and confusion they were able to divert a significant portion of the 915th Grenadier Regiment that would have affected the US landings on Omaha beach. Over the next 40 days the Germans attempted to hunt down the group. The SAS men only moved after dark and hid during the day. The team quickly ran out of supplies and were forced to subsist on raw vegetables and by breaking into local houses – some of which were occupied by Germans – and taking supplies. Surviving behind German lines, they also felt the full fury of Allied firepower, dodging friendly artillery fire on a few occasions. Desperate, they made a bid to reach Allied lines. While resting in a barn the group were discovered by German Paratroopers. They surrounded the structure and threw two stick grenades through the barn's entrance, wounding four of the men. Realising the futility of resistance, the rest surrendered. The wounded were sent to a military hospital in Northern France which was liberated by the Allies in August. One of those men, Trooper Anthony Merryweather received the Military Medal. After receiving word from the French Resistance about two escaped American prisoners of war, Merryweather traversed 16km of Norman country side to meet them while wounded. He carried one of these men on his back to safety. The contribution of these men achieved significant results out of proportion to the small forces committed to the operation.



An inquisitive German patrol ignites a booby-trapped gramophone

OPERATION *TONGA*: THE BRITISH 6TH AIRBORNE DIVISION'S ROLE



The 6th Airborne Division's role on D-Day was seen as another vital element in the overall plan. Beginning in the very early hours of June 6th their job on D-Day was to secure the left flank of the landing sites by:

- Taking the important bridges over the Orne river and Caen Canal (later to be renamed Pegasus Bridge). This assignment was given to elements of the 2nd Battalion of the Oxfordshire & Buckinghamshire Light Infantry (6th Airlanding Brigade).
- Establishing a perimeter around the high ground near Caen and in front of the Orne/Caen canal bridges centred around Ranville. The main goal was to block counter-attacks on the bridges and the 3rd Infantry Division's left flank as it advanced on Caen. With the likelihood of tank counter-attacks from the 21st Panzer Division based in Caen a glider force would arrive at 3:20am after landing zones had been cleared and prepared to land 20 AT guns and other heavy equipment. Another force would land in the evening of D-Day. The bulk of the Division was tasked with this assignment.
- Destroying the five bridges over the Dives river. This objective was assigned to the 8th Parachute Battalion of the 3rd Brigade and the 1st Canadian Parachute Battalion.
- Destroying an artillery battery of four 150mm guns at Merville, set to rain havoc on the beaches. The battery had to be taken out. Heavily fortified, it was to be one of the toughest objectives for the pre-dawn airborne assault. Assigned to this objective were Lt. Colonel Terence Otway's 9th Parachute Battalion along with specialised units he acquired for the assault.

Eisenhower, never a confident proponent of airborne operations prior to D-Day predicted casualties for the airborne assault would be as high as 70%. What wasn't in doubt was the high level of preparation and training the Red Devils had gone through to give themselves the best possible chance of success.



**British Airborne Assault Pegasus Bridge by Mariusz Kozik © Osprey Publishing. Taken from Raid 11:
Pegasus Bridge: *Bénouville D-Day 1944***

PEGASUS BRIDGE

June 2nd 1944. Across from the Caen Canal Bridge (Pegasus Bridge) on the canal's western bank, a café was situated named after the family that owned and ran it – Café Gondrée. The café was owned by Georges and Theresa Gondrée. They lived there with their daughters. The Gondrées gave the Germans no trouble and sold them food and drink when they required it. The Germans thought them a simple French family. Visiting the café on that day was a woman named Madame Vion, the director of the local maternity hospital. Vion made regular trips to Caen to acquire medical supplies where she also had contacts in the French Resistance. Georges passed on information to her to give to her contacts. His wife Theresa, originally from Alsace, spoke German. She frequently listened in on the unsuspecting soldiers' conversations. Recently she had overheard a conversation describing the location of a detonator which was set to blow the bridge if need be. Within a day this information was passed on to London, in the following hours it was in the hands of the man who led the assault on the bridge on D-Day, Major John Howard.

By the time Major John Howard's, D Company, 2nd Ox and Bucks were mounting their gliders on June 5th 1944 they were amongst the most prepared soldiers in history. Thanks to the efforts of the Gondrées and the daily aerial reconnaissance that was conducted on the bridges there was little they didn't know about their target. From the size of the garrison, their habits, their defensive measures, and the terrain that would affect their glider landings. Howard's rigorous and brutal training regime also meant they would be ready in body and mind for the operation.

The plan for the operation was as bold as they come. Major Howard would lead three platoons in a *coup de main* glider assault on the Caen Canal Bridge in three Horsa gliders at 0015hrs. Three other platoons from D Company would land near and assault the Orne River bridge. The plan relied on speed and surprise and the ability of the glider pilots to land near the objective. Relief would reach Howard's men in the form of the 7th Battalion, 5th Parachute Brigade at around 0100hrs landing near Ranville in 6th Airborne's drop zone N.

From that time on the defenders of both bridges would need to hold off counter-attacks from both the 716th Static Division and the well-equipped 21st Panzer Division until they linked up with Lord Lovat's 1st Special Service Brigade Commandos. A factor that worked in favour of the paras was the poor quality of troops defending the bridge. Their commander Major Hans Schmidt had grown soft from years of service in France and the troops themselves were largely made up of foreign conscripts from Poland, Russia, France, or German youngsters.

Pegasus and the Orne River bridge (later renamed Horsa bridge) were a vital lynch pin in the 6th Airborne's role in Operation *Neptune*, namely to protect the invasion's left flank and the British 3rd Division's drive on Caen. Losing the bridges also meant that the 6th Airborne Division itself could be cut off and destroyed.



Defend the bridge!

SCENARIO 2: PEGASUS BRIDGE: THE COUP DE MAIN

0015hrs June 6th. An eighteen-year-old from Berlin, Private Helmut Romer is on sentry duty on the Caen Canal Bridge. In the distance he can hear dull explosions and anti-aircraft fire; another raid on Caen. There are two other sentries on duty tonight. Everyone else is asleep in the trenches or have spent the night in nearby Benouville. Suddenly Romer sees an aircraft flying low, but there is no engine sound. Probably a British bomber shot up by flak. It hit the ground hard, its momentum taking it forward toward the bridge, knocking over a cow on its way. It then crashed into a barbed wire barrier and with a shudder came to a sudden halt roughly 50 metres from the bridge. Watching in silent alarm Romer realised the aircraft was not a bomber but a glider. For a few moments there was silence then a voice called out in English "Able Able." Suddenly another glider crashed landed, stopping a few metres behind the first glider. Again, there were a few moments of silence as the soldiers inside recovered then "Baker Baker." As a third glider came careering across the grass almost hitting the pond. British soldiers came pouring out of the first two gliders. By this stage the machine gun team in the bunker began firing into the darkness. The British attackers soon lobbed smoke in front of the pill box and charged forward firing from the hip and throwing grenades as shocked soldiers are awoken from their sleep.



British Airborne storm across Pegasus Bridge

FORCES

BRITISH

Three gliders, Major Howard and a companion (see [here](#)), a Veteran 2nd Lieutenant plus a companion, four Paratroop sections of seven men each with two SMGs and one LMG, and two sections of five Airlanding Royal Engineers with the NCO armed with a SMG while the rest have rifles (see [here](#)). There must be no more than two sections and an officer in one glider. The artillery observer British Reinforced platoons usually have for free cannot be taken for this scenario.

GERMAN

Five inexperienced MMGs, four Osttruppen squads of seven shirkers each with one SMG and six rifles, one Regular 2nd Lieutenant with two companions, and one inexperienced medium AT gun placed in a Vt600 position. One bunker (see [here](#)).

SET-UP

The battlefield is shown in the map below. The British perform a glider landing as per the glider rules (see [here](#)). The machine guns (the blue circles) are deployed as on the map, one on the water tower with the other three in the trenches. The MMG bunker is deployed on the right side of the road in front of the bridge. Place one of the inexperienced MMG teams in the bunker. One squad is deployed in the trench next to the AT gun. The AT gun is placed next to the road across from the bunker. The German player may use hidden setup. The other two squads and the officer are in reserve. They arrive on the bridge. The German player must roll for reserves from turn 2. Treat the two bodies of water (apart from the Caen Canal) as swamp/marsh.

SPECIAL RULES

FLARE!

The night fighting and flare rules will be used in this scenario (night fighting rules are on pages 219–221 of the *Bolt Action* rulebook).

GLIDER LANDING RULES

See [here](#).

CUTTING THE BARBED WIRE

The plan was to land the leading glider through the barbed wire at the end of the landing zone so that D Company could get through it without difficulty. Should any glider fail to hit the barbed wire it remains a linear obstacle.

SURPRISE!

To represent the fact that they were taken totally by surprise, the German troops

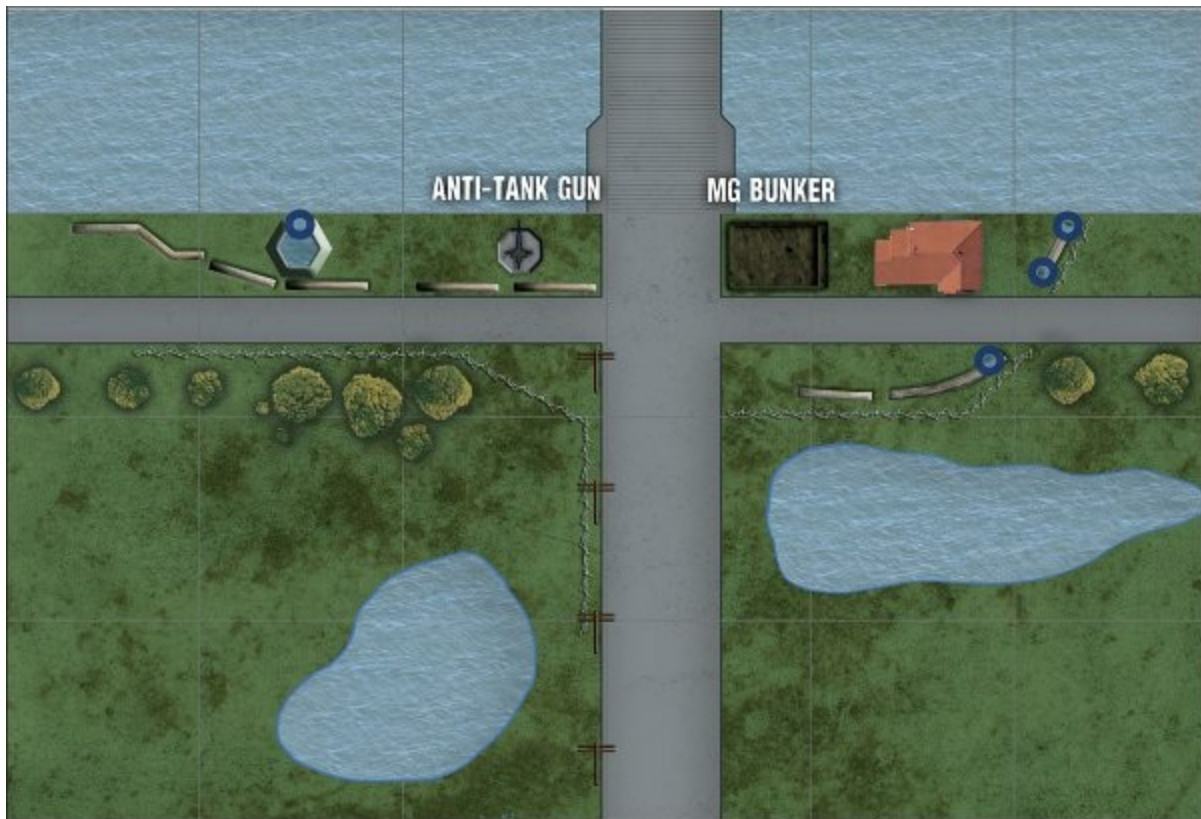
deployed on the table start the game with a pin marker.

DUG IN

The Germans in the scenario are deployed in trenches and weapons pits so use the *Dug In* special rules (see [here](#)).

BUNKERS

Refer to the bunkers rules located on page 127 of the *Bolt Action* rulebook.



Scenario 2: Pegasus Bridge: The Coup de Main

FIRST TURN

The British player glider lands his/her three gliders, then the first turn begins.

OBJECTIVE

The British player must capture the bridge. The German player must stop the British player from capturing Pegasus Bridge.

GAME DURATION

The game ends at the end of turn 6.

VICTORY!

The British player wins if there are no Germans on the bridge. If at the end of a turn the British player has at least one unit on the bridge and there are no German units on the bridge it is captured by the British. If the game ends on turn 6 without the bridge in British hands, the Germans win.



German Heer 3.7cm Flak 43

SCENARIO 3: PEGASUS BRIDGE: TAKING THE WEST BANK

Quickly overwhelming the trenches and positions on the eastern bank, the Ox & Bucks Light Infantry surged over the bridge to take the western bank. Leading the charge was Lieutenant Herbert 'Den' Brotheridge at the head of his platoon. As they neared the western side a burst rang out and Brotheridge's body fell to the ground lifeless. Lieutenant Brotheridge is believed to be the first man to die on D-Day. While the western bank was assaulted the engineers went about disconnecting the explosive charges attached to the bridge. By now the Red Devils had secured the western positions and had reached Café Gondrée. Peering out of the top story bedroom window to see what was happening, Georges Gondrée almost got his head shot off as trooper Sandy Smith fired at the movement he saw coming from the window. Thankfully his shooting went over Georges' head. The remnants of the Germans retreated from the bridge. One of them was young Helmut Romer. Pegasus had been taken in under ten minutes.

Though the other glider landings attacking the Orne river bridge were not as accurate their assault was also successful. Major Howard ordered the radio operator to give the signal that the bridges had been captured intact, "Ham and Jam" the operator spoke into the headset "Ham and Jam." The first important objectives of D-Day had been taken. It was now time to dig in and hold on.

FORCES **BRITISH**

Major Howard and a companion, a Veteran 2nd Lieutenant plus a companion, four Paratroop sections of seven men each with two SMGs, and one LMG, and two sections of five Airlanding Royal Engineers with the NCO armed with an SMG the rest have rifles. The artillery observer British Reinforced platoons usually have for free cannot be taken for this scenario.

GERMANS

Four inexperienced MMGs, four Osttruppen squads of eight shirkers armed with one SMG and seven rifles. One Regular 2nd Lieutenant with two companions.



German infantry prepare to engage the Red Devils in front of Café Gondrée

SET-UP

Set up is as per the map. British deployment is on the bridge 6" in from the board edge. The British player sets up half his force there. The other half is in reserve. There is no outflanking in this game.



Scenario 3: Pegasus Bridge: Taking the West Bank

The Germans deploy all their MMGs as shown on the map in weapon pits and count as *Dug In*. The Germans deploy the rest of their force anywhere on the table except on the bridge or inside the Café Gondrée.

SPECIAL RULES

FLARE!

The night fighting and flare rules will be used in this scenario. Roll from turn one (night fighting rules are on pages 219–221 of the *Bolt Action* rulebook).

DUG IN

The Germans in the scenario are deployed in trenches and weapons pits so use the *Dug In* special rules.

BUNKERS

Refer to the bunkers rules located on on page 127 of the *Bolt Action* rulebook.

The fortified house is treated as a bunker.

OBJECTIVE

The British have to secure the rest of Pegasus Bridge. Additionally, they must secure the Café and the fortified house. The German player must hold these positions. To secure the bridge there must be no enemy units on it. To control the building objectives one of your units must occupy it.

GAME DURATION

The game ends at the end of turn 6.

VICTORY

To win this scenario one side must control Pegasus Bridge and at least one of the other objectives (Café Gondrée or the fortified house) when the game ends. If these conditions are not met the game is a draw.

ASSAULT ON MERVILLE BATTERY



Normandy, D-Day June 6th 1944, 0250hrs. Lieutenant Colonel Terence Otway is on the horns of a dilemma. He has been waiting in the predawn darkness for his battalion (the British 9th Parachute Battalion) to reach the rendezvous point since 0130hrs. In his meticulously conceived plan, the 9th Battalion was supposed to leave for their objective, the Merville battery, at 0235hrs. So few of his men arrived that Otway decided to use the 15-minute buffer he had left in his schedule to wait a little longer. By 0250hrs only a little over 150 men out of his force of 650 men had made it to the rendezvous point. They had no heavy weapons and equipment, just one medium machine gun. Everything that could go wrong had gone wrong. Otway's plan to take out the Merville Battery, primed to rain hell on Sword beach was extremely thorough but it couldn't account for bad luck. Otway now had to make a decision. Should he press on with the men he had into what could be a forlorn and possibly suicidal undertaking or abort the mission. or abort the mission. Awaiting them were 130 Germans in a heavily fortified position with bunkers, machine gun pits, 20mm antiaircraft guns, minefields, and thick areas of barbed wire. The thought of the guns pulverising the men on the beaches, the idea of failure after so much preparation, and cost in lives made the decision for him. He ordered the men to move off in the direction of the battery...

MERVILLE BATTERY

The battery was situated between the hamlets of Le Buisson, Descannville, and Gonneville-sur-Merville. A few hundred metres to the north lay the town of Merville. Sword beach was roughly 5km northwest of the battery. The guns of the battery were situated inside four casemate bunkers. One was of the H611 type, the other three were type H669 casemates. The walls of these casemates, made of concrete and steel, were 1.8 metres thick (6'). The guns themselves were of a calibre much smaller than anticipated by the Allies and were in fact 100mm guns of Czech manufacture. They had a range of 8.4 km so could still bombard Sword beach. Other buildings in the complex were a command bunker, a barracks, and ammunition magazines. Manning the guns were 80 men of the 1st battery of the Artillery Regiment 1716 and 50 soldiers from the 716th Static Infantry Division whose troops had no combat experience and were of mixed quality. Many were foreigners, wounded veterans, and old men. Private Capron who fought at Merville, talked about capturing Russians at the battery.

The battery's fortifications consisted of 10 to 15 weapon pits, many manned with machine guns, three 20mm anti-aircraft positions, and trench lines around the battery. The outer fortifications were as follows. At the outskirts of the battery was an electrified cattle fence. Inside this outer fence was a 91-metre-deep minefield. Beyond the minefield was a thick deployment of barbed wire the British called an apron fence. The apron fence was 15' deep (4.6 metres) and 5' high (1.5 metres), a major obstacle. Beyond the wire were a smattering of more mines. On the north-western side of the battery facing the sea was an anti-tank ditch covering the width of the complex. The battery's defences were formidable and would take much planning to overcome.

The whole site and the surrounding area were pock marked with numerous craters from previous bombing raids. On one such raid on the 19th of May 1944 the battery commander Hauptman Wolter was killed. He was replaced shortly after by Oberleutnant Raimund Steiner. Outside the battery are areas of woods, orchards, and open fields.



German Heer sIG 33 15cm Howitzer

PLANNING AND PREPARATIONS

Lt Colonel Terence Otway had only been promoted to command the 9th Parachute Battalion in March 1944 when he found out what his assignment would be for D-Day. He knew he would be assaulting a battery in the invasion of Europe but had no idea where it would be. In April he was taken to the divisional planning house and shown a model of the battery pieced together by extensive and detailed aerial photography and told he needed to start thinking about how he could successfully attack it. When Otway returned to base, he and Captain Gordon Brown began planning the assault. With all the battery's AA defences and its firepower in general he concluded it would not be wise to land near it. The drop zone was a site in between Varraville and the battery, roughly 2km distant. They would march on the battery from there and attack from the landward side. Otway also concluded the attack should be coordinated with a glider landing inside the complex which included sappers armed with flamethrowers and explosives. The plan for the attack was as follows: At 0020hrs, a C47 would drop three separate parties into the drop zone. These parties were the RV (rendezvous) organisation party led by Major Parry, pathfinders of the 22nd Independent Parachute Company, and the Battery Reconnaissance party. The RV party and pathfinders were to mark out the rendezvous point (RV) for the battalion. They were equipped with different coloured lamps to achieve this task. The battery reconnaissance party led by Major G.E Smith were to move straight to the battery and make a reconnaissance of the situation there. This included gauging how successful a bombing raid on the battery that night had been.

At 0030hrs to 0040hrs a bombing raid would commence on the battery using massive 4,000-pound bombs to penetrate the bunkers and casemates. If this raid was successful it would make the 9th's job that much easier.

As the bombers were dropping their bombs five gliders with guns, jeeps, and heavy equipment which Otway had requisitioned for the operation were to land. Ten minutes after that the rest of the battalion was to land, as were a company from the 1st Canadian Parachute Battalion who were tasked with protecting the

9th's right flank. The Battalion was then to wait at the RV point for stragglers until 0235hrs. In the meantime, a party led by Captain C.P. Greenway would move straight off after landing, reach the battery and clear a way through the minefield, up to the inner wire using mine detectors, marking the cleared routes through the minefield with tape.

As the main force neared the battery they were to meet up with Major Smith of the recon party at a farm house near the crossroads to the northeast of the village of Gonneville-sur-Merville. There Major Smith would brief Otway on the situation at the battery. From the farm house the battalion would move to what was called the firm base where it would organise itself for the attack. The estimation was that they would reach this position by around 0410hrs.

The plan for the assault was as follows: The companies of the battalion in their starting positions would wait for the three gliders carrying elements of A Company and the parachute engineers to appear overhead. This would occur at approximately 0430hrs. When the gliders appeared Otway would order one of the mortar crews to fire a star bomb which would illuminate the battery and guide the gliders in. As this happened, a bugle would sound and B Company, who should have worked their way up to the inner wire (guided by the tape markings), were to detonate the Bangalore Torpedoes they had placed in the wire to blow four breaches for the Red Devils to attack through. This signalled the start of the attack. C Company would lead the assault through the breeches in the wire in coordination with the glider assault troops that landed inside the battery. They were to take and blow up the guns.

In support of the battery assault Otway created fire support groups. Each had three Bren gun crews, three snipers, and three anti-tank rifles to suppress the defenders. Otway also created a diversionary party to attack the main gate. Created from the Anti-tank platoon, this party were heavily armed with five PIATs and two Bren guns. They were to create as much noise as possible.

The rest of the battalion were in reserve under the second in command. This included back up units to account for every eventually Otway and Brown could think of when they planned the operation. It included the rest of A company (47 men from A Company were in the glider assault), the Battalion HQ, mortar and mortar platoons, the platoon's medical section and the 224 Parachute field ambulance, two 6 pounders Otway acquired to blow open the casemate doors if

needed, scaling ladders, twelve footbridges in case they needed to scale the anti-tank ditch and 60 extra lengths of Bangalore Torpedoes.

When the battery was taken and the guns destroyed, Otway was to fire yellow flares over the battery to signal to a spotter plane overhead that the mission had been accomplished. If this signal was not received by 0530hrs the light cruiser HMS *Arethusa* would fire on the battery.

With their mission complete, the 9th Battalion were to move on to two secondary objectives, the first was to knock out a radar station at Sallenelles, the second the capture of a town called Le Plein.

With a plan that required close coordination between units and accurate timing Otway realised he needed to rehearse the operation thoroughly with his men so they knew their roles and the layout of the battery inside out. The Brigade Major picked a site for the rehearsal. The site was close to Newbury near the hamlet of Woodhay. They created a near-to-exact replicate of the battery and its surrounding area. They went so far as to excavate and flatten the land to better simulate the target area. The drop zone area was replicated in detail, the location of footpaths, hedges and even bomb crater holes. A total of nine rehearsals, four at day and five at night were conducted, the last with live ammunition.

After the rehearsals in late May the unit was taken to a transit camp where all the officers and men were briefed using models and detailed reconnaissance photos of the target.



British Airborne Light Mortar Team

THE LANDING

At 0020hrs, as the main body of transports were still over the Channel the advance party flying in their lone aircraft made their jump. At this time, the weather was still calm and the RV organisation party, pathfinders, and Battery Reconnaissance party all landed where they were supposed to. The RV party stayed behind and began setting up the RV site with lights. To their frustration they found that most were damaged. As planned, the recon party made straight for the battery. About ten minutes after landing Major Parry and the Pathfinders heard the explosion of bombs. The RAF were on time, but were they on target?

The Lancasters were indeed on time but, unfortunately, they were not on target. In fact, they had totally missed the target and instead bombed the homes of Gonnevill-sur-Merville, devastating the local community. Another consequence of the raid was the amount of dust the enormous 4,000lb bombs had kicked up into the air.

A little after the raid, the main body of the 9th Battalion approached the French coast line. Lt. Colonel Otway had brought a bottle of whiskey on board his plane and it was making its way around the aircraft. The men all took a swig. It was at this point that violent explosions began rocking the aircraft. Flak fire opened up and the sky lit up with tracers and yellow explosions. Pretty soon the fearful pilots began making evasive manoeuvres. This created disarray on the planes as the men were thrown about and got tangled up. "Hold your course you bloody fools!" Otway bellowed at the pilots. "We've been hit in the tail" a crewman yelled back. "You can still fly straight" Otway replied. The dust clouds formed from the bombing raid were now having an impact on pilot visibility, obscuring the drop zone. As Otway approached the door to jump he handed the RAF dispatcher the half empty whiskey bottle and stood at the door. As he waited an explosion burst near the tail of the aircraft propelling Otway out of the door, his Batman, Joe Wilson followed. As he descended bullets whizzed past him and through his parachute. He could feel the now strong breeze carry him away. As the ground approached, he saw he was falling toward a building and instantly recognised it from the reconnaissance photos he had studied for

the mission. It was a German Battalion HQ. Abruptly he hit the side of the building and bounced off it, hitting the ground. As he did a German's head emerged from a window. "I was fumbling around for something to throw at him" Otway recalled. One of his corporals appeared, picked up a brick and threw it at the German who vanished back into the house. Otway and his companion ran down the driveway to safety. He knew he had landed pretty far from where he should be and felt he might have a disaster on his hands. The panic of the pilots, the limited visibility, and the now strong winds meant it was likely the 9th Battalion was scattered all over Normandy. This logic was correct and many of the pilots, confusing the Dives river for the Orne river, scattered Paratroopers as far as 80 kilometres away.

GATHERING THE MEN AND GETTING TO THE BATTERY

As Otway headed for the rendezvous point he realised another disastrous fact. As a deterrent to airborne landings, Rommel had flooded many areas of Normandy. The Dives River was one of those areas. As Otway traversed the flooded ground he was at times up to his armpits in water. He witnessed many paratroopers that had landed in muddy ditches. He saw one soldier who was up to his neck in mud vanish beneath it as they tried in vain to get him out.

When Otway arrived at the rendezvous point (RV) the first person to greet him was his batman, Joe Wilson, asking him "Shall we have our brandy now, sir?" Joe had also landed at the German Battalion HQ, smashing into the greenhouse at the back of the premises. When Otway talked to the RV party he was informed that only 50 men had made it to the RV so far and there was no sign of the gliders that were to bring the guns, heavy weapons, and equipment.

The battalion was scheduled to leave the RV and head to the battery at 0235hrs. At 0235hrs they still only had 110 men out of 650. Fortunately, Otway had built in a 15-minute buffer into his plan. They waited the extra 15 minutes. An extra 40 men arrived making his force still only 150 men. Thirty men from A Company, a bare few of the diversion party, barely enough men to make one fire group, 30 men from B Company and only 20 lengths of Bangalore Torpedoes (out of 60), 20 men from C Company, no sappers, no mine detectors, and no heavy weapons bar a single Vickers medium machine gun. One hundred and fifty men and not enough explosives to do the job properly against a heavily fortified objective seemed near suicide. He did still have the three gliders with 50 men from A Company and the sappers which were supposed to land in the battery but he didn't have the mortar or mortar bombs to signal them. With everything else that had gone wrong were they even likely to make it there? With so much riding on the mission and the thought of failure without even trying too bitter to contemplate, Otway ordered his men to advance on the battery.

Advancing through the bomb cratered landscape left by the earlier bombing raid, Otway's force stopped at a farmhouse north of Gonneville where they met up with Major Smith's battery reconnaissance party as arranged. Smith gave Otway a full report of the situation at the battery. His party had deactivated and cut through the outer electric fence and penetrated the minefield up to the inner fence. They stayed in that position undetected for half an hour observing and locating enemy positions by hearing the Germans talk and cough. The taping party led by Captain Greenway had landed in flooded ditches, losing their tape in the water: they also had no mine detectors to help them clear lanes through the minefield. When they arrived at the battery they began clearing mines with their hands. They cleared four lanes through the minefield. Without tape they marked the edges of these lanes by sitting on their backsides and dragging their heels on the ground. The Germans didn't notice a thing.

Based on Smith's report and the battalion's reduced strength Otway modified his plan for the assault. With only 20 Bangalore Torpedoes remaining Otway decided to attack through only two gaps in the wire. To breach the wire, he split Company B in two groups of 15. They would then attack the German weapon pits. The remnants of two companies were merged to create four assault groups each of about twelve men, each assigned to one of the guns. The Vickers machine gun was to engage a machine gun position discovered to the left of the battery while the Diversion party, reduced to seven men, on its way to the main gate was to knock out three machine guns positions on the right flank. The rest were to take on the weapon pits and trenches. Otway was impressed by how well the men were taking the dire circumstances "There wasn't one man who displayed any excitement or worry about it at all. They just accepted it; they knew they had a job to do."

The assault force moved on to the firm base position. On their way they almost blundered into a German patrol. As they hid in a ditch the patrol was so close Otway remarked that he could have grabbed them by the ankles. They weren't spotted and, so far, the battery was still not alerted to their presence. They arrived there between 4:00am and 4:10am. From there the men moved into their various starting positions, waiting for the gliders and then the signal to attack.



Lt Col Otway leads his rag-tag force against the formidable Merville battery defences

THE ASSAULT

At 4:30am two gliders appeared overhead. The battery's 20mm cannons opened up on them as they circled the battery looking for the signal. This was agonising for Otway who was powerless to do anything to signal them. He had a Very flare gun and some flares, but they were needed to signal the spotter plane when the guns were captured. cannon rounds could be seen slamming into one of the gliders and it caught on fire and crashed into an orchard very close to where their firm base was located. The men in this glider were immediately attacked by the patrol that had nearly run into the main force earlier. The second glider overshot the battery and landed miles away. A third didn't make it at all; its tow rope had snapped and it was forced to return to England.

Without hesitation Otway ordered the attack. B Company ignited the Bangalore Torpedoes which blew two gaps in the wire. This alerted the garrison which fired red flares and opened fire from their trench lines and weapons pits. The assault teams rushed through but some stepped on mines placed on the other side of the wire. Otway directed the assault from the gap in the wire while Major Parry led the assault force in. In the meantime, the Vickers under Sergeant McGeever (known for his pinpoint accuracy with a machine gun) knocked out all three machine guns on the left flank. The seven-man diversion party took on the machine gun positions on the right, taking them all out. They then headed to the main gate. The assault groups charged forward each aiming for their assigned gun casemate, firing their weapons from the hip. Major Parry led the first group, the others were led by Lieutenant Jefferson (who blew a hunting horn during the battle), Company Sergeant Major Ross, and Colour Sergeant Long. Inside the wire Major Parry ordered a Bren gun team to stop and provide covering fire for the attackers. Fighting also raged in the weapon pits as grenades were exchanged and bloody hand to hand fighting ensued after a charge led by Lieutenant Mike Dowling had made it to the trenches at high cost.

The attackers' progress was slowed by bomb craters and wire. Lieutenant Jefferson was wounded in the leg, while Major Parry was also hit in the leg but went on. The attackers took heavy casualties but they made it to the casemates.

Only four made it to the fourth casemate which they captured by firing into the apertures and by throwing grenades down the air vents. Two of the other casemate's doors were unlocked which the paras opened, throwing frag and white phosphorus grenades into them. Afterward they fired bursts into the openings with their Sten guns. When they got inside they found that many of the crewmen were located in a sublevel of the casemate. They emerged and were taken prisoner.

While the main assaults were being carried out, the diversion party did their best to distract the defenders by attacking the main gate. Soon the firing died down as the remaining Germans surrendered. Many of the German defenders escaped. Twenty-two Germans were killed and 22 were captured. The battery had been taken by 0500hrs. Otway fired yellow signal flares into the air above the battery to confirm that the attack had been a success. The spotter plane flying above the battery waved its wings in acknowledgement and reported the capture to HMS *Arethusa*. It was at this moment that Otway's signals officer Lieutenant Loring pulled a carrier pigeon from his pocket. Attached was a message confirming that the mission was a success (this pigeon had been in his pocket throughout the night even during the jump!) The message would reach Whitehall. Now that the fighting had died down the paras came to the realisation that the guns they had captured were of a much smaller calibre than they were told they would be. Rather than 150mm guns, they had captured 100mm Czech-made howitzers. Without explosives the men did their best to destroy the guns. Using gammon bombs, firing two shells at once, detonating grenades down the barrel, and also removing the breech blocks from the guns. Two of the guns were completely destroyed, the other two only temporarily put out of action, though long enough to stop them from firing on Sword beach during the landings. It would take the Germans over a day to get the guns working again when they returned to the battery.

As the guns were being sabotaged, shells began hitting the battery coming from the direction of Franceville-Paige. This fire was coming from batteries 2 and 3 of the 1716 Artillery Regiment. They were directed by Oberleutnant Steiner, Merville battery's commander. Earlier that morning he had been at a command bunker at Franceville-Paige. He had tried to return to the battery later that morning but was halted by the firefight between the men in the crashed

glider and the patrol fighting them. He then returned to Franceville and directed the barrage against the battery. This caused the Red Devil's even greater casualties. They had taken a staggering 50% casualties in the assault. With their objective achieved Otway ordered the men back to the firm base. At the firm base, exhausted and shocked by the carnage, their spirits were lifted by a wounded Major Parry who was being wheeled around in a wheel barrow. Swigging from a bottle of whiskey the Major exclaimed "What a jolly good battle that was!" With that, the remnants of the battalion moved off toward their next objective.

SCENARIO 4: ASSAULT ON MERVILLE BATTERY

It is almost time for the attack, everyone is in place and ready to get at it. Few of us made it here but we're still as determined as ever. In a whisper someone says: "Look up there – the gliders." There's a mixed look of anxiety and frustration on the Colonel's face. He knows he can't give them the signal. Another disaster to add to tonight's long list. The batteries 20mm AA guns open up slamming rounds into one of the gliders, the other flies off into the distance. The first glider, now on fire, crash lands in an orchard. Some of the men want to help but are told to stay put. Otway gives the signal and the Bangalore Torpedoes ignite. When the dust clears Otway exclaims: "Everyone in! We're going to take this bloody battery!" Lieutenant Jefferson blows his horn and the men move forward. A red flare lights up the night followed by the crack of a rifle...

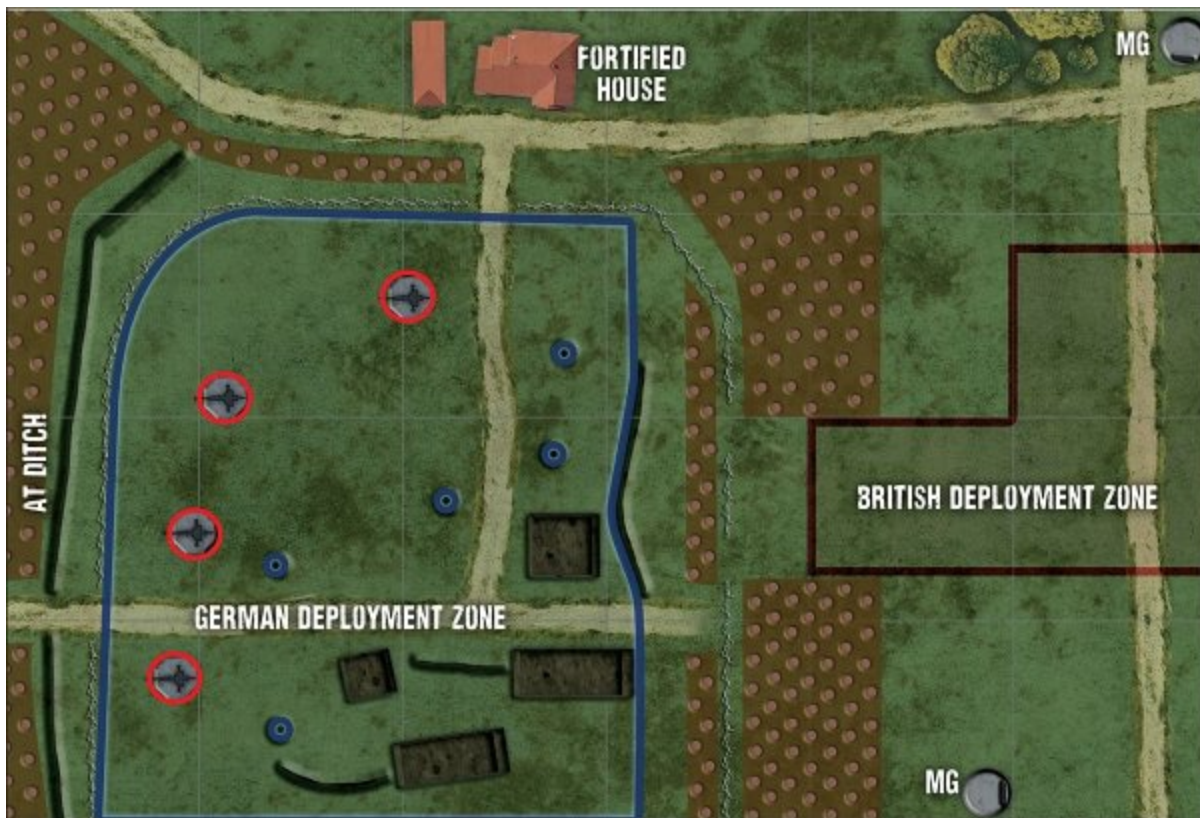
FORCES

BRITISH

The British player constructs a 1,000pt list using the Merville Battery Assault (Historical) list (see [here](#)). The British don't get the usual free artillery observer.

GERMAN

The Germans get two free Inexperienced medium machine guns which are positioned outside the battery in *Dug In* positions. The rest of the German force is constructed using the [Merville Defence reinforced platoon](#). The German player has 600pts to spend on his force. They may spend these points on compulsory units, headquarters, infantry units, and Flak 38s. No fortifications are to be taken in this list as fortifications have already been pre-set for this scenario. The guns inside the casemates are not manned and are just used as objective markers during the game. The guns do not get order dice.



Scenario 4: Assault on Merville Battery

SET-UP

Set-up is as shown on the map. The road on the right starts 3" in at the bottom long table edge and ends at the crossroads at the top, 4" in from the right short table edge. It then continues left past the main gate across from the fortified house and ends running off the top of the map about 5" in from the left short table edge. The minefield surrounding the attacker's deployment zone is 8" in depth. The barbed wire representing the inner wire is 2" in depth. Inside the barbed wire is another 2" deep minefield. There is a gap in the minefield going from the edge of the minefield to the barbed wire which is 8" wide. The barbed wire in front of that gap has two 3" gaps in it. Set up casemates, bunkers, trenches, weapons pits, and the wood as shown (red circles for casemates, blue for weapon pits). Any weapon pit may be replaced by a Gun pit so that Flak 38 guns may be deployed. The other bunkers in the complex are not armed, they are command bunkers, magazines, storage bunkers, and barracks. All of the

casemate's guns are facing the AT ditch. Place Dug In markers where the machine gun positions are located. Scattered around the map place bomb craters. The casemates can be entered through the apertures around the guns or from the doors to the rear of the casemates.

OBJECTIVES

The objectives in this game are the guns inside the casemates. This can be a model of a howitzer or an objective marker.

DEPLOYMENT

The German defenders deploy their forces inside the battery in the blue areas shown on the map. On the right side of the battery their deployment area ends in line with the trench line 2" to the right of the centre line. The Germans must fill trenches and weapons pits first, then gun casemates and bunkers. If these locations are filled only then can the defender deploy in the open or in terrain. The Germans may also deploy units in the fortified house at the same time they deploy units in trenches and weapon pits. The two free machine guns are placed in the two *Dug In* positions outside of the battery. Any anti-aircraft guns taken must be placed in the weapons pits. Due to the shock of the initial assault all German units start the game with one pin marker on them. The British attackers then deploy their forces. The attacker's deployment zone is 24" in from the right short table edge in line with the gap in the minefield, then 10" above the centre line in a corridor 12" wide. All British forces are deployed within this zone.

SPECIAL RULES

FLARE!

The night fighting and flare rules are used in this scenario with the following change. Players start rolling for the flare special rule from turn one rather than turn 2 (night fighting rules are on p 219–221 of the *Bolt Action* rulebook).

DISABLE THE GUNS

The Red Devils had no explosives besides a few Gammon bombs so must do

what they can to disable the guns. To attempt to damage or destroy the guns an infantry unit must be inside the casemate. The unit then must be given a *Fire* order. After the *Fire* order is placed roll a die. On a roll of 1 there is no effect and they must try again next turn. On a roll of 2, 3, or 4 the gun is temporarily disabled. On a roll of 5 or 6 the gun is destroyed.

DUG IN

The Germans are deployed in trenches and weapons pits so use the *Dug In* special rules. The *Dug In* rules can be found at the rear of this book, see [here](#).

MINEFIELDS

The Minefields special rules are located at the rear of this book, see [here](#).

BARBED WIRE

See rules [here](#).

BUNKERS

Refer to the Bunker rules located on page 127 of the *Bolt Action* rulebook. In this scenario the gun casemates are unmanned. The fortified houses are treated as bunkers but they are at a -3 to hit instead of -4 to hit from small arms fire.

MAIN GATE

The first time a player moves through the main gate they must be given an advance order. This represents the soldiers breaking through it.

ARTILLERY BARRAGE

If the Germans take a Forward artillery observer, halve its points cost and apply the following rules during the game. The German player uses no artillery observer figure to direct artillery fire. Instead the coordinates for the bombardment are pre-set for the exact centre of the table. The German player starts rolling for an artillery barrage when there are no German units within 6" of the centre of the table. When the barrage comes in, place a token on the exact centre of the table. The barrage may possibly hit German units if they are within 12" (p 83–84 of the *Bolt Action* rules)

FIRST TURN

Players roll to see if a flare lights up the morning using the Flare! special rule. The game then begins.

OBJECTIVE

The British objective is to damage or destroy the guns. The Germans need to keep the guns intact and in working order.

GAME DURATION

Keep count of the number of turns that have elapsed as the game is played. At the end of turn 8, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY

At the end of the game the Germans gain two Victory Points for each gun left undamaged by the Red Devils. The British receive two Victory Points for each gun that is temporarily disabled and three points for every gun that is destroyed. After the last turn is played tally up Victory Points. If one side has scored two more Victory Points than the opposing force they have won the game. Otherwise the game is a draw.



German Heer leFH 18 Howitzer

'WHAT IF?' ALTERNATIVE

What if everything went to plan for the 9th Parachute Battalion that night? What if they gathered more men, had more heavy weapons, and were able to signal the gliders in? If you would like to see this being played out, use the Merville Battery assault scenario rules above with the following additions and alterations.

FORCES

BRITISH

The British use the 'Merville Assault' Reinforced Platoon (planned) list to construct a 1,250-point force (see [here](#)). 1 section of 591st Parachute Engineers and 1 special Assault Section must also be taken. The British can take the free Forward Artillery Observer in this alternative version of the scenario.

GERMANS

This is the same as above with the following addition: The Germans add a 7-man Heer Grenadier squad with an SMG and LMG and an Sd Kfz 10/4 half-track to their force for free. These two units are in reserve. When each unit comes on, roll a die. On a roll of 1 that unit enters from the road on the top left corner, on a 2 they enter on the bottom left road, on 3 the bottom right and a 4 the road on the top right. On a 5 or 6 the German player decides which road they come in from. If the Germans have a Forward artillery observer in their force, this time the German player spends full points on it and follows the above rules for coming on from reserve. This represents Oberleutnant Steiner.

SET-UP

The set-up rules are the same except that the 591st Parachute Engineers and the Parachute Special Assault Section are not deployed on the table instead they are set aside. They will be taking part in a glider landing in one glider at the start of the game.

SPECIAL RULES

All the special rules are the same as scenario 1 with the addition of the following special rules: Glider landing (see [here](#)). This will take place before the start of the first turn. Before the glider landing is conducted the AA guns of the battery get to fire at the glider as if it were a plane conducting an airstrike (see Flak rules on p 86–87 of *Bolt Action* rulebook). If the glider is shot down the glider automatically rolls +7 on the landing impact table. This result is applied to all sections in the glider.

EXPLOSIVES

If a unit is armed with explosives, that unit does not need to roll to see what damage they do to the guns when attempting to disable them. Instead, the gun is automatically destroyed.

FIRST TURN

The Flare! special rule automatically takes effect during turn one. Then conduct the glider landing. The game then begins.

THE AFTERMATH

There was no rest for the 9th Parachute Battalion. They would remain in the frontlines until September. On D-Day after taking Merville, the 9th achieved their objective at Sallenelles and captured half of the town of La Plein before almost running out of ammo. From June 8th to 13th they fought in the legendary battle of Breville. The 9th, along with other attached units were able to fight off attack after attack against forces sometimes three times their size supported by armour. On June 8th Otway was wounded by an artillery shell but stayed fighting in the front lines until June 19th. He received a Distinguished Service Order for his command of the Merville battery assault. The 9th Battalion would also see action again in the Ardennes offensive and during Operation *Varsity*.

ALBANY, BOSTON, CHICAGO, AND DETROIT: THE US AIRBORNE LANDINGS



Plans for landing the two American airborne divisions had to be dramatically altered in the days leading up to D-Day. The 91st Luftlande (air landing) Division had been transferred to the area of the landings, making the old plan much too risky. The original plan had the 82nd Airborne, veterans of operations in North Africa, Sicily, and Italy, landing much further inland in the area around St. Saveur-le-Vicomte. The 101st's role originally was solely to secure the area immediately behind Utah beach.

In the altered plan that was used on D-Day the 82nd would land the 505th Regiment on the eastern side of the Merderet river to secure the vital road junction at Sainte-Mère-Église and help secure bridges over the Merderet. The 507th and 508th would land on the western side of the Merderet to secure or destroy the bridges over the Merderet to disrupt the flow of German reinforcements to Utah beach.

The 101st's drop zone now extended further south. They not only had to secure the four causeways leading off Utah beach, their primary objective, but also seal off the Contentin peninsula and protect VII Corps' left flank by destroying bridges over the Douve River, and securing the Barquette Lock. They also had other important secondary objectives such as knocking out some of the artillery batteries that would potentially cause havoc on the beaches.

On June 3rd, 1944, two-man OSS teams, accompanied by groups of commandos, landed in the drop zones to mark them for the pathfinders that would land early on D-Day. With the OSS markers (Eureka Lights) set, the Provisional Pathfinder Group left England in 19 C47s before midnight on June 5th. On reaching the French coast heavy cloud cover obscured visibility and created navigational problems. Most of their jumps missed their mark, with only a few landing in the 101st's drop zone C and the 82nd's drop zone O.

The same problems that had plagued the pathfinders affected the primary jumps. Heavy flak caused pilots to jink, manoeuvre, and fly too fast when making their drops. The heavy cloud cover forced the transport aircraft to fly either too low or too high for the jump. The thick cloud cover also forced the transports to spread out due to fear of hitting each other in the mist. The pathfinders' inability to activate their beacons where they were intended also led to the scattering of the parachute drops all over Normandy. This created a

scrambling of parachute units. In the early hours of June 6th many officers led men to their objectives from a broad mixture of airborne units. For example, many sticks from the 82nd's 508th regiment, which was supposed to land west of the Merderet landed on a causeway leading off Utah beach and fought with the 101st. Other units were more fortunate. The 505th PIR (Parachute Infantry Regiment) whose drop zone was situated near Sainte-Mère-Église landed in a solid pattern. Lt Col Benjamin Vandervoort, commander of the 2/505th, was able to gather 600 men in 30 minutes. The unit worst affected by the conditions was the 507th Parachute Infantry Regiment. Disastrously, a large portion of the sticks landed in the flooded areas of the Merderet River north of La Fiere. Many weighed down by parachute harnesses and equipment sank and drowned. Some men from the 507th landed as far as 40km away. Of the US paratroopers dropped in Normandy on June 6th only 10% dropped in their designated drop zone. While the scattering of units led to some confusion amongst the Americans, the chaos these scattered night jumps wrought on the Germans was substantial. Many were surrounded by paratroopers and didn't know which direction to attack or what band of parachutists were worthy of their attention. It also meant that many of the German forces in the area were tied down and forced to deal with this nuisance in their rear.

Following the 101st's landings, codenamed *Albany*, at 0130hrs and the 82nd's, codenamed *Boston*, at 0230hrs the glider landings of their heavy weapons and reinforcements left England at 0120hrs. The 101st's reinforcements, codenamed *Chicago* landed at around 0345hrs. Fifty-two Waco gliders brought 155 troops, 25 jeeps, and 16 57mm anti-tank guns. The 82nd's reinforcements, codenamed *Detroit* brought 220 troops, 22 jeeps, and 16 57mm anti-tank guns. Both glider operations were as scattered as the parachute jumps and rough landings saw some of the equipment damaged on landing. Further glider reinforcements were to land at dusk on D-Day and on D+1.



US paratroopers move through the hedgerows

D-DAY: THE FIRST HOURS

For many of the paratroopers that landed on French soil in those early hours of D-Day it was a time of fear and confusion they would never forget. Lost and isolated as many were, they didn't know what was lurking beyond the next corner, behind each hedge, or in the darkness ahead.

The low altitude and high speed of many of the jumps meant that many of the paratroopers were injured on landing while still more had equipment torn off them as they exited their aircraft. Veterans of the jump recall the leg bags holding their firearms being ripped off from the jump. Some hit trees, hedges, buildings, or even had their chutes snagged on chimneys and steeples. Others landed in areas flooded under Rommel's orders and drowned in less than three feet of water due to the heavy weight they were carrying. They were scattered as far north as the outskirts of Cherbourg and as far south as St Lo. They were spread so far apart the Germans thought a whole parachute army had landed in their rear.

On landing some men had no idea where they were and tried to find other paratroopers in a hostile environment. Before the jump members of the 82nd and 101st were given a device to help them identify friendlies in the darkness. The device known as the 'cricket' made a distinctive click-clack sound. On observing or hearing movement ahead or around them they would push down on the cricket with their thumb once. On hearing the sound whatever was out there would respond with either two cricket sounds or silence. If the response was silence they could assume the unidentified figures were hostile. The Germans – now alert to their presence – were out searching for them. Many paratroopers spent the whole of D-Day morning evading Germans. The Germans and Americans were so intertwined throughout the Normandy landscape that small unit firefights were common place and some paratroopers were captured by the Germans, then liberated by Americans up to three or four times in those early hours.

There were units that were lucky enough to land together and make their way to their objectives, but on their way, they were joined by stragglers from diverse

units. They fought side by side throughout D-Day.



**Boston Mission – 82nd Airborne Division Over Drop Zone T by Howard Gerrard © Osprey Publishing.
Taken from Campaign 104: D-Day 1944 (2) *Utah Beach & the US Airborne Landings***

SCENARIO 5: SKIRMISH IN THE DARK

“Sshhhh – I think I hear something.” Jimmy whispers. The men pause, lowering themselves behind the adjacent low stone wall. For ten seconds there was silence. “I ain’t hearing nothin’, Private.” the Sarge replied in hushed tones. “I must be getting jumpy, Sarge, It’s probably nuthin’.” The men get up and continue walking. Suddenly a low flying aircraft buzzes them and a flare is fired beyond the trees. As they walk the men look up, first at the plane and then at the flare as it hung in the air slowly moving toward the ground. As their eyes lower to the horizon, they widen. Across the road behind another stone wall are figures with the distinctive silhouette of German soldiers. Alarmed the five American stragglers realise they are facing the enemy, feeling a rush of adrenaline they raise their weapons.

The scenario below represents one of the unpredictable encounters between soldiers of the 82nd and 101st Airborne Divisions and soldiers of the German 91st Luftlande Division in the darkness of the early hours of June 6th.

FORCES

US

One five-man Ad hoc squad of paratroopers starts the game on the table. (Refer to [Ad hoc](#) squad rules,) Arm the squad with M1 Garands, carbines, and SMGs. The rest of the American force will come on randomly from reserve. These are Ad hoc squads of paratroopers, full squads, pathfinder squads, MG teams of Medium .30 calibre or heavy .50 calibre machine guns, light mortar teams, bazooka teams, officers, and medics. US paratrooper squads use the US Paratrooper Squad (Normandy) during this scenario (see [here](#)).

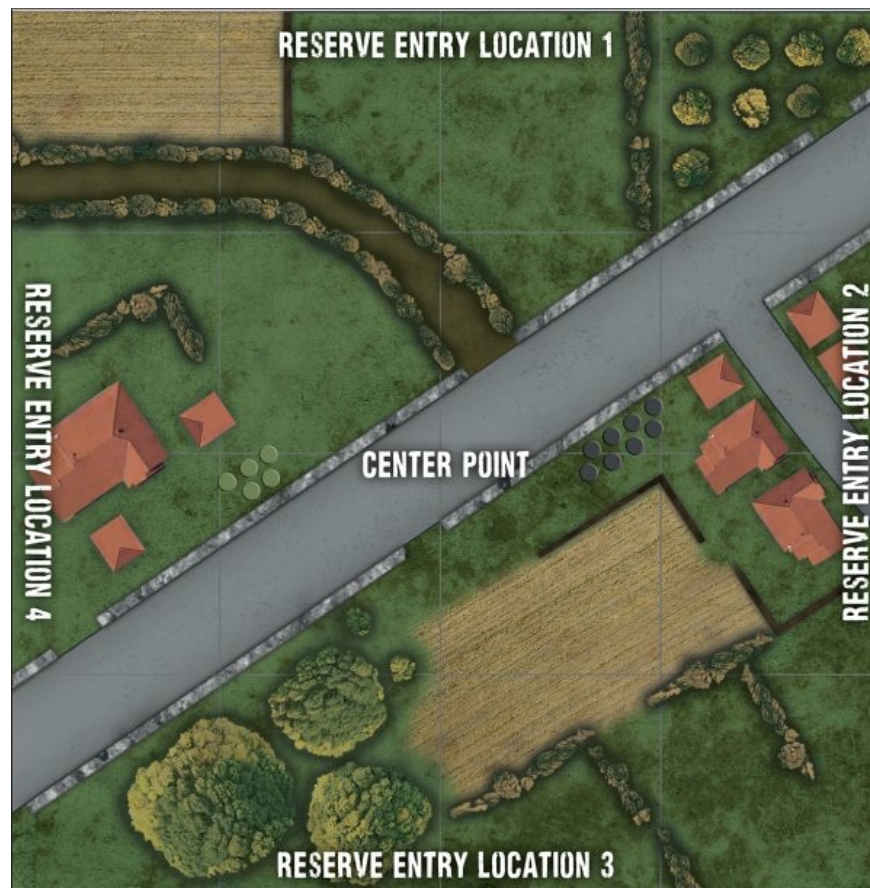
GERMAN

One eight-man Heer Grenadier squad armed with one SMG, one LMG, and six rifles will start on the table. The rest of the German forces will come on from reserve, randomised. German forces used for this scenario are: Osttruppen, Heer

Grenadier squads, Fallschirmjäger squads, Ad hoc half squads, MMG teams, medium mortar teams, snipers, medics, and officers.

SET-UP

This Scenario is played on a 4' x 4' table. A diagonal road bisects the table, starting from the bottom left corner of the map and travelling up to the top right corner. On either side of this road are two low stone walls infantry can take cover behind. There are gaps in this wall where there are intersecting roads or driveways. Hedging or low bocage can also be used. The rest of the map is set up like a typical Normandy battlefield. There can be drive ways or minor side roads diverging from this road. The rest of the table can be covered in farms, crops, orchards, ploughed fields, small hamlets, bocage, and swamp/marsh areas to represent areas flooded under Rommel's orders. Any terrain that isn't out of place in the Normandy countryside may be used (refer to Normandy terrain for hedgerow rules, [here](#)) No objectives are placed on the table.



Scenario 5: Skirmish in the Dark

DEPLOYMENT

The American Ad hoc Paratrooper squad is deployed on the northern side of the road behind the wall, 9" to the left of the centre point of the table. The same thing is done in reverse for the German Heer Grenadier squad. They deploy on the southern side of the road 9" to the right of the centre point. The rest of both forces are in randomised reserve.

SPECIAL RULES

FLARE!

The night fighting and flare rules will be used in this scenario with the following change. The game starts with a flare floating above the battlefield, so the *Flare!* special rule takes effect in turn one. Players roll as normal for the rest of the game. (Night Fighting rules are on p 219–221 of the *Bolt Action* rulebook)

RANDOMISED RESERVES

Gunfire attracts other nearby units from both sides to the battlefield. With the scattered nature of the parachute drops another chaotic skirmish begins. From turn 1 to turn 6, two units automatically come in from reserve. Whether they are German or American is unknown and needs to be determined at the start of the turn. At the start of each turn roll a die for the two units coming on. On a roll of 1, 2, or 3 it's a German unit. On a roll of 4, 5, or 6 the unit is American. When the nationality of the two units has been worked out put their order dice in the dice bag. If at the start of a turn one side has no units on the table one of the two new reserve order dice is automatically that side's colour. When their order die is pulled out of the bag during the turn roll 2D6 to see what unit comes on:

German Randomised Reserves

German Randomised Reserves Table	
2D6 Roll	Result
	An Ad hoc squad of 6 Osttruppen will enter the table. The squad has one SMG

2	(Submachine gun) and five rifles.
3	An Ad hoc squad of five Heer Grenadiers will enter the table. The squad is armed with one SMG, four rifles, and one LMG.
4	An Ad hoc squad of four Fallschirmjäger will enter the table. They are armed with two assault rifles, one rifle, and one LMG.
5	A Veteran medic with 2 companions will enter the table.
6	An officer will enter the table with two companions. Roll a D6 and consult the German Officer Reserves Table.
7	A Regular MMG will enter the battlefield.
8	A Veteran sniper will enter the battlefield.
9	A Regular mortar team with a spotter will enter the table.
10	An Osttruppen squad of ten men will enter the table. They are armed with one SMG, eight rifles, and one LMG.
11	A Grenadier squad of nine men will enter the table. They are armed with one SMG, seven rifles, and one LMG.
12	An eight-man Fallschirmjäger squad (Late War) with four assault rifles, two rifles, and two LMGs will enter the battlefield.

German Officer Reserves Table	
D6 Roll	Result
1	The officer is a Regular 2nd Lt.
2	The officer is a Veteran 2nd Lt
3	The officer is a Regular 1st Lt.
4	The officer is a Veteran 1st Lt.
5	The officer is a Regular Captain.
6	The officer is a Veteran Captain.



German Heer Panzerschreck Team

US Randomised Reserves

United States Randomised Reserves Table	
2D6 Roll	Result
2	An Ad hoc squad of four Paratroopers enter the battlefield. They are armed with either rifles, carbines, or SMGs (players discretion, based on squad options)
3	An Ad hoc squad of four Pathfinders. They are armed with an assortment of rifles, carbines, or SMGs (players discretion).
4	A Veteran medic with two companions will enter the table.
5	A Veteran medic with 2 companions will enter the table.
6	An officer will enter the table with two companions. Roll a D6 and consult the United States Officer Reserves Table.
7	A Veteran MMG will enter the battlefield.
8	A Veteran light mortar will enter the battlefield.
9	A Veteran Bazooka team will enter the battlefield.
10	An eight-man US Paratrooper squad (Normandy) will enter the battlefield. What they are armed with is the American player's choice, based on their squad options.
11	A ten-man US Airborne Pathfinder squad armed with rifles and carbines. Up to five may be armed with SMGs.
12	An Airborne hero enters the battle. Roll a D6 and consult the Airborne Hero Table.

United States Officer Reserves Table	
D6 Roll	Result
1	The officer is a Veteran 2nd Lt.
2	The officer is a veteran 1st Lt.

3	The officer is a Veteran Captain.
4	The officer is a veteran Major.
5–6	Reroll die.

Airborne Hero Table	
D6 Roll	Result
1	Staff Sergeant Harrison C. Summers
2	2nd Lt Ronald Speirs
3	2nd Lt Turner Turnbull III
4	1st Lt Dick Winters
5–6	Player's choice

After the unit type has been worked out the controlling player rolls a D6 to see where the unit arrives, if a 5 or a 6 is rolled, the player chooses the arrival location for the unit. Reserves come on 12" from the centre of each table edge. Refer to the scenario map to see where they come on.



US Airborne advance

CAUTIOUS MOVEMENT

In the darkness where the enemy lurks, it is hard to distinguish friend from foe and easy to stumble into dangerous situations. On a turn when darkness is rolled for the Flare! special rule new units that enter the table during darkness need to follow these steps:

- Place their unit leader at the edge of the table, at the location they are entering the table from. Perform a night visibility roll in relation to the nearest units on the table.
- If an enemy unit can't be seen place a distinctive token on the unit to show they are in cautious movement mode. The orders that can be given to this unit are *Ambush*, *Down*, *Rally* or *Advance*. If the unit chooses to *Advance* they must advance toward the closest unit that fired this or last turn, friend or foe. If no units fired their weapons advance toward the nearest unseen unit. If there is cover along this route they will use it where possible.
- After a unit in cautious movement mode has completed an *Advance* they can check visibility again. If they can now see an enemy, they take away the cautious movement token and may shoot at that enemy.

If units on the table at the start of a turn of darkness are more than 12" from an enemy unit they start that turn with a cautious movement counter. When they are given an order die they may check visibility. If they can see an enemy unit take away the cautious movement token.

Cautious movement may continue for turns depending on whether the flare special rule comes into play or whether they come into contact with an enemy in the darkness. If a flare result is rolled (roll of 4, 5, or 6) remove each unit's cautious movement marker.

FIRST TURN

At the start of the first turn a flare illuminates the battlefield. The first turn will be a quick turn. Put the order dice of only the two units on the table in the dice bag. Determine the nationality of the reserves coming on during that turn and put their order dice in the bag.

OBJECTIVE

The objective for both Axis and Allied players is to defeat the opposing force by either forcing them to abandon the battlefield or through attrition.

DURATION

If the game doesn't end due to one side abandoning the battlefield, by the end of turn 7 roll a D6. On a roll of 1, 2, or 3 the game ends. On a roll of 4, 5, or 6 the game is played for one further turn.

VICTORY

If at any stage during turns 5, 6, 7, or 8 one side has lost more than half of its units they abandon the battlefield and their opponent wins the game. If the game ends before this happens the victor is determined through attrition. Add up the individual soldiers you have lost during the battle and compare the difference between those lost by your opponent. If one side has lost five more soldiers than their opponent they have lost the game; their opponent is the victor.



Lt Dick Winters leads Easy Company against the guns at Brécourt Manor

SCENARIO 6: BRÉCOURT MANOR

1st Lieutenant Dick Winters of Easy Company, 506th Regiment, 101st Airborne, was in one of the aircraft that was lower in altitude than it should have been and at a speed faster than it should have been. As he jumped into space the force of the wind resistance hit him like the force of an explosion and ripped his leg bag off. He landed near the outskirts of Sainte-Mère-Église, well to the north east of the 506th drop zone near Sainte-Marie-du-Mont. With his leg bag gone he had no weapon besides a bayonet. The first paratrooper he came across was a sergeant from F company who joined him to look for his leg bag. Winters soon abandoned that idea when an MG 42 opened fire on them. Heading east he soon ran into other members of Easy Company. One of them, Sergeant Carl Lipton, had landed inside of Sainte-Mère-Église and on leaving its outskirts he saw a sign with the town's name on it. After informing Winters of their location Winters told the men he knew where they were and would lead them to their objective, Sainte-Marie-du-Mont.

On their way to Sainte-Marie-du-Mont they ran into a group from the 502nd which included the commander of the 3/502nd Lt Colonel Robert Cole. At around 0300hrs they ambushed Georgian *Osttruppen* in horse drawn wagons killing most of them. At 0600 they met up with elements of D Company. They finally reached 2nd/506th HQ at 0700hrs where they gathered equipment and rested. After 15 minutes an officer from Battalion told Winters he was wanted there. When he got there two old friends of his, Captain Hester and Lieutenant Nixon told him about a hidden battery of 105mm guns located near a French farm called Brécourt Manor which pre-D-Day intelligence had failed to locate. The battery had begun firing on Utah beach. At that stage 2nd Battalion had a strength of roughly 100 men and Lt Colonel Strayer could only afford to send one of his understrength companies to take it out. Easy Company were given the assignment.

Winters went about preparing for the task. He ordered the 14 men he had available to drop any unnecessary equipment and to gather weapons, ammo, and grenades. At around 0900hrs they arrived at Brécourt Manor. The gun crews of

the Germany battery were busying themselves with their fire mission. They snuck up to the northern end of the field the guns were located. Winters scouted the layout of the enemy's position, then started deploying his small force. Winters placed one .30 calibre machine gun near a wrecked truck, facing an MG 42 position, and the first gun in the battery which were both facing to the north. When ordered they would fire on the machine gun crew. He deployed his second .30 calibre machine gun to the east of the first .30 calibre. That team's job was to pin down the other gun crews and infantry in the trenches. Making his way over to Sergeants Lipton and Ranney, Winters ordered them to provide covering fire for the assault teams. Seeing their view was obscured by brush and growth they decided to climb and set up in a tree to get a better vantage point. Winters then organised two assault teams of four men each. He would lead the first team while 2nd Lt Buck Compton would lead the second. Their jobs were to capture and spike the guns. With everyone in position Winters gave the order. The .30 calibres opened up.

FORCES

US

- 1st Lt Richard Winters with Cpl Joe Toye, Cpl Robert Wynn and Pvt Gerald Lorraine. One SMG, three rifles (see [here](#)).
- 2nd Lt Buck Compton (veteran) with Sgt Guarnere, Pvt Don Malarkey and Pvt John D Halls. Two SMGs, two rifles.
- Two 2-man LMG teams. (Pvts John Plesha, Walter Hendrix and Pvts Cleveland Petty and Joe Liebgott).
- An Ad hoc squad of two riflemen (Sgts Carwood Lipton and Mike Ranney) (see for [Ad hoc rules](#)).

RESERVES

- 2nd Lt Donald Speirs with one companion (see [here](#)).
- One 4-man [paratrooper squad \(Normandy\)](#).
- A Veteran Captain and one companion (Captain Clarence Hester).

GERMANS

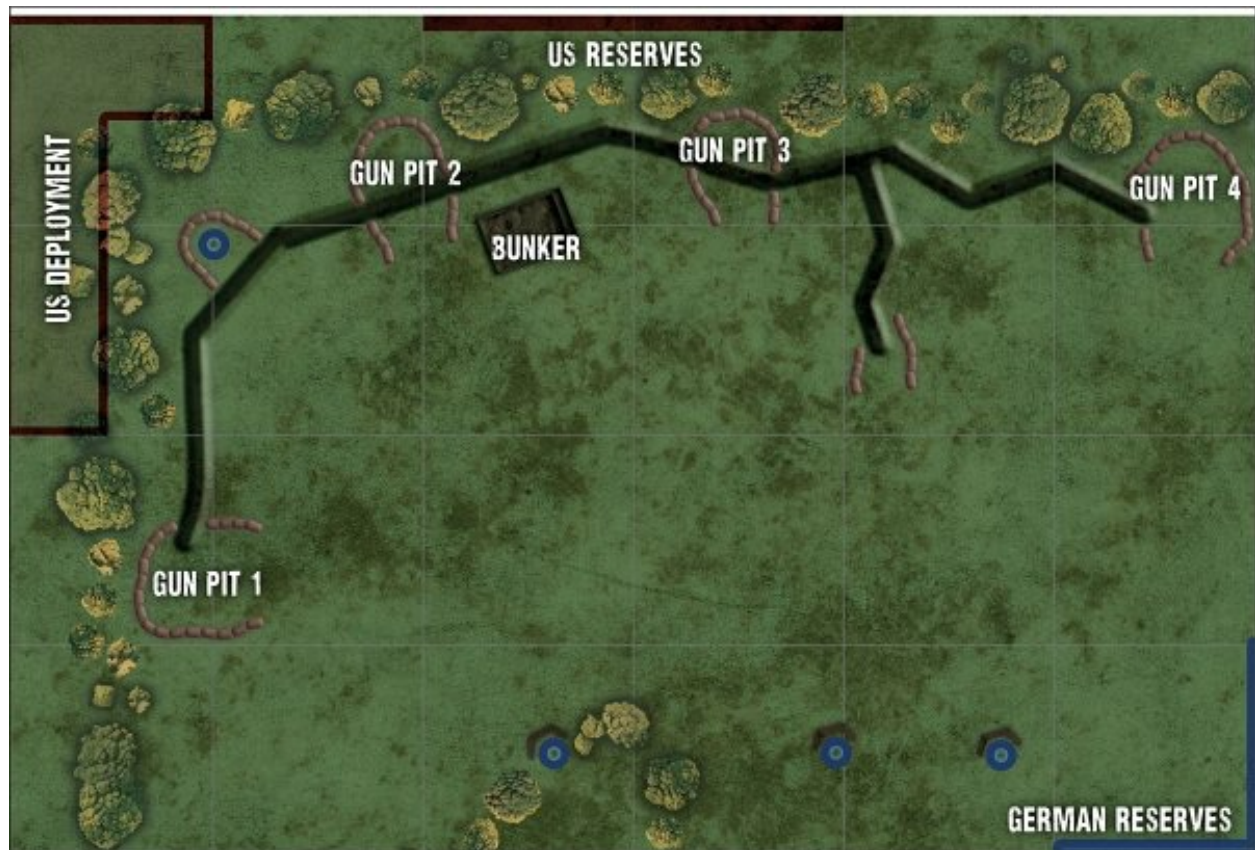
- Four gun teams (treated as infantry). Treat as a Regular Ad hoc Heer Grenadier squad of four men with one SMG and three rifles (the guns are not fired in this scenario) (see for [Ad hoc rules](#)).
- Four regular MMG teams.
- An Oberleutnant with two companions.

RESERVES

- Two Regular Heer Grenadier squads of eight men with one SMG and one LMG each.

SET-UP

Set up trees as shown on the map. These are treated as light cover and rough ground. Thicker concentrations of trees are treated as woods and area terrain. Units have line of sight to units beyond the thinner tree lines. Set up the trench system, MG, and gun pits as shown (the blue circles). Gun pit 1 is 8" in from the left short edge, the rest are 8" in from the top long edge. There is also a command bunker set up near the second gun. This is an earth and wood bunker (see special rules [here](#)).



Scenario 6: Brécourt Manor

OBJECTIVES

The objectives are the guns, four 10.5cm leFH howitzers. The guns are not

manned in this scenario and their crews will be fighting as infantry. Place the guns in the gun pits labelled on the map. Place a token in the earth and wood bunker representing important military documents.

DEPLOYMENT

The gun teams are deployed in the gun pits near their guns. The MMG teams are deployed in the positions on the map labelled with blue circles. The Oberleutnant is deployed in the bunker. The two 8-man Heer Grenadier squads are in reserve. They come on in the bottom left corner, anywhere within 12" of the corner. They arrive from turn 3.

The US paras deploy in the top left corner 6" in from the edges. The area extends from 12" along the top edge to 24" down the left short edge. US reserves arrive from the centre of the top long table edge, anywhere within 12" of it.

SPECIAL RULES

THIS LOOKS IMPORTANT

Inside the command bunker are documents showing the deployment of every gun in Normandy. This is represented by a token which is placed inside the bunker at the start of the game. If a unit starts their turn inside the bunker they acquire the document. When they receive their order die that turn, put the token inside the bunker adjacent to the unit's commander. This represents that the unit has possession of the documents. If every man in the unit is killed, the token is dropped. This can be retrieved by any German or US unit that start their turn adjacent to the token.

SPIKE THE GUNS

The guns can be disabled by Winters' or Compton's team, Speirs, or the reserve Paratrooper squad. To spike a gun a unit must be adjacent to the gun and given a *Fire* order.

TOTAL SURPRISE!

To represent the total surprise achieved by the attackers, the German troops deployed on the table start the game with a pin marker. In addition to this, the

Americans get the first order die of turn one.

PROTECT THE GUNS

The four-man gun crews are not to be given *Advance* or *Run* orders and must stay with their guns. An exception to this rule is if an artillery crew rolls a fubar and then a panic result on the fubar chart.

DUG IN

The Germans in the scenario are deployed in trenches and weapons pits so use the *Dug In* special rules.

EARTH AND WOOD BUNKER

The earth and wood command bunker provides a -4 to hit modifier for units inside. The earth and wood bunker is not treated like a house or bunker when it comes to direct hits from HE. Instead, units inside are treated like *Dug In* units which are always classified as *Down*.

FIRST TURN

The US force receive the first order die.

OBJECTIVE

The Main objective of the US force is to take and disable the guns. Their secondary objective is to acquire any documents that may be of value to the Allies.

The Germans need to prevent the US paratroopers from spiking the guns so they can continue to shell Utah beach.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY!

The winner of this scenario is determined by the accumulation of Victory Points (VPs). The US get one VP for each gun they spike, while the Germans get one VP for each gun that remains undamaged. Whichever side control the documents at the end of the game gains a further VP. To win this scenario one side needs to have acquired two more Victory Points than their opponent. Otherwise the game is a draw.

THE AFTERMATH

As the .30 cal's opened fire, Compton's team assaulted the first gun. Surprised by the abrupt charge, its crew and supporting infantry fled. They threw grenades at the retreating men. Compton, an All-American baseball player before his years in the army, threw a grenade like he was pitching a baseball, it hit the head of a retreating German and exploded. Compton, Sergeant Guarnere, and Private Malarkey threw some more grenades down the trench line. By this stage they had been joined by Winters' group. The Germans began lobbing stick grenades back at them. One landed in between Joe Toye's legs but miraculously did no damage as Toye was warned in time. Winters, leading from the front, took out over five Germans personally in the first few minutes of the assault. He then took out a machine gun crew setting up in the trench between the original MG42 position and the second gun. In the meantime, Corporal 'Popeye' Wynn who had been wounded in the buttock could not stop apologising for getting shot!

The German machine guns on the far side of the field had also begun to bring their firepower to bear on the attackers. Leaving three men to defend the first gun while Lipton, who had advanced from his original position went back to fetch demolition charges, Winters and the rest of the men from the assault groups attacked the second gun. Lobbing grenades as they charged, the group forced the crew to retreat and took six prisoners. Winters' sent orders for the .30 calibre machine guns to be brought up. With eleven of fourteen men left standing, the third gun was assaulted and captured. Meanwhile in a dug out near the second gun, Winters discovered a map with the position of every gun battery and fortified machine gun position in Normandy, a discovery of great significance. He sent the map back to Battalion HQ with a request for more reinforcements and ammunition.

Soon Captain Hester arrived from Battalion HQ with explosives and incendiary grenades. The men went to work, spiking the guns by shoving the TNT down the barrels and detonating them with German stick grenades. Not long after this had been completed 2nd Lieutenant Ronald Speirs from D

Company arrived with five men. They assaulted and captured the last gun but lost two men in the process. With the last gun spiked, Winters ordered a withdrawal. Covering his men's retreat, Winters was the last to leave the battery.

With thirteen men Winters had taken on a battery and its defenders, a force of around 50 men, had captured and destroyed the guns, and had come out victorious. While some accounts state that the defenders were Fallschirmjäger of the 6th Fallschirmjäger Regiment, the consensus among historians is that the troops defending the position were either members of the 919th Grenadier Regiment, 709th Infantry Division, or the 1058th Grenadier Regiment, part of the 91st Luftlande Division. The battery was part of the 191st Artillery Regiment. Taking the guns did save lives on Utah beach and the intelligence acquired was also valuable. Easy Company lost four dead and two wounded. The Germans lost between 15 to 20 dead, an unknown number of wounded and twelve prisoners. The 506th commander Colonel Robert Sink put Winters up for the Congressional Medal of Honor. Unfortunately, only one man per division was eligible for the award. The 101st's medal went to Lt Colonel Robert Cole for leading a heroic bayonet charge at Carentan, on June 11th 1944. Winters received the Distinguished Service Cross, the United States second highest military medal. Lynn Compton, William Guarnere, Gerald Lorraine, and Joseph Toye received Silver Stars. Carwood Lipton, Donald Malarkey, Michael Ranney, Joe Liebgott, Walter Hendrix, John Plesha, Cleveland Petty, and Robert Wynn received Bronze Stars. Easy Company's assault on the battery is still used as an example of how to assault a fixed position at the United States Military Academy at West Point.



An M4 Sherman reinforces the paratroopers assaulting Complex XYZ

SCENARIO 7: OBJECTIVE XYZ

On the morning of June 6th, the paratroopers of the 502nd PIR made their scattered landings not knowing that one of their primary objectives had already been taken out. The artillery position at St. Martin de Varraville had been bombed heavily prior to D-Day. The most successful raid on the battery was conducted on May 26 by the RAF. The result of the devastation caused by the raid was a withdrawal of the surviving guns from the site. The crew men of the battery were billeted in a series of buildings in a location known to the French as Les Mezieres. The Americans in their planning for D-Day had designated the area as Objective or Complex XYZ. The complex had 150 to 200 Germans inside its buildings on D-Day. By 0630hrs Lt Colonel Cassidy, the commander of the 1/502nd Battalion had set up a command post in a position designated by the Allies as Objective W. He needed men to clear out Objective XYZ just up the road. Unfortunately, he didn't have nearly enough men needed to do the job. He gave the task to a tall Staff Sergeant named Harrison Summers, assigning him fifteen men, all strangers to him. Realistically this was a job for a whole battalion.

Summers and his men reached their objective at 0900hrs. They moved to a ditch on the eastern end of the complex across what would be designated building one. Summers did a quick reconnaissance of the area which was quiet with little sign of activity, then made his way back to the ditch. He issued orders to the men, but seeing the mission as suicidal they showed no enthusiasm for Summers' plan. Taking matters into his own hands and hoping the others would follow his example, Summers charged the first building. Kicking the door open he blazed away with his Thompson submachine at the building's six shocked occupants. Four fell dead and the others fled out the back door. Now pumped with adrenaline, he made for the second building. It was at this point that PFC (Private First Class) William Burr advanced forward with a light machine gun to help cover Summers, peppering the windows with accurate fire. On reaching the second building he found it empty, so he moved to the third. Bashing the door open he gunned down a further six Germans. Wounded, Summers rested

against a wall contemplating what he had just done. At that moment he was joined by a Captain from the 82nd Airborne, the Captain encouraged him to keep going. As they stood up the building received a fusillade of fire from the surrounding buildings, mortally striking the Captain. Summers was alone again.

Summers picked himself up and charged the fourth building, mowing down another six Germans. At the fourth house he was joined by PFC John Camien. Camien bluntly asked Summers why he was doing what he was doing. Referring to his 15 charges Summers replied: *"They don't seem to want to fight and I can't make them, so I've got to finish it."* Inspired by Summers answer Camien decided to go along. Summers and Camien went from house to house, taking turns in leading the charge, gunning down a further 30 Germans between them. Finally, they reached a big building they would discover was the mess hall. Incredibly the Germans inside were sitting down to breakfast totally oblivious to what was going on outside! Summers and Camien rushed the building and dispatched 15 Germans as they rose from their breakfast in astonishment. The rest fled from the building. Still Summers' and Camien's ordeal was not over.

Behind the mess hall lay a large two-storey barracks. PFC Burt with his LMG and the others had moved up. Summers ordered Burt to shoot at a haystack in front of the barracks with tracer bullets. The hay stack started to burn and the fire spread to neighbouring buildings. While this was happening Staff Sergeant Roy Nickrent turned up with a bazooka and started firing into the barracks. The blazing fire set off an ammunition store killing around 30 Germans. Many more came running out of the building either fleeing or surrendering to the Americans, now reinforced by elements of the 4th Infantry Division advancing from the beaches and further airborne reinforcements.

FORCES

US

- [Sgt Harrison Summers](#) and Pvt Camien, in a two-man team armed with SMGs.
- William Burt and assistant. LMG team. (Two-man team).
- One US Paratrooper squad (Normandy) of eleven men (the US player's choice of weapons, no BARs).

Turn 3 Reserves

- A Veteran Captain (alone).

Turn 4 Reserves

- Staff Sergeant Roy Nickrent's Bazooka team.

Turn 5 Airborne Reserves

- Create a 500-point reinforced platoon using the US Airborne reinforced platoon (see [here](#)). These troops will come on from turn 5.



Scenario 7: Objective XYZ

Turn 5 4th Infantry Division Reserves

- Create a 500-point reinforced platoon using the '1944-Normandy' in *Armies of the United States* (p66) with the following exceptions: No Rangers or glider troops. The two compulsory infantry squads must be Regular Infantry (early/mid war). The only tanks, tank destroyers, Self-propelled artillery and Anti-aircraft vehicles available for this scenario are DD Shermans and M4 Sherman 75mm medium tank (See [here](#) for DD Sherman and [here](#) in *Armies of the United States* for the M4 Sherman)..

GERMAN

- The Germans in this scenario have ten Inexperienced, [Green Grenadier squads](#). The first seven

squads are seven-man squads with one SMG and six rifles. The remaining three squads are 10-man squads with one SMG, one LMG, and one Panzerfaust.

- They also have a Hauptman (Regular Captain) with a Regular soldier and a 2nd Lt (Regular) accompanied by a Regular soldier.

SET-UP

Set up the table as shown on the map. Building number 10 is a double storey house. Next to the double storey house is a shed with haystacks in front of it. There are stone walls around the mess hall. (building 8). The mess hall is a large building, recommended size for this building would be around 8" x 6". Across the road from building number 1, a ditch is placed. The rest of the table should be filled with terrain typical of Normandy (see [Normandy terrain guide](#)) Stone walls around buildings, low hedges, bocage, wooden fences, crops, haystacks, farm equipment, wooded areas, flooded swampy areas, and small gardens.

DEPLOYMENT

Deploy the German 7-man squads in each of the buildings numbered 1 to 7. In the two-storey barracks building (building 10) deploy a 10-man squad on each floor. Inside the mess hall (building 8) are the Hauptman (Captain) and Leutnant (2nd Lt) and a 10-man squad.

Sgt Summers is deployed adjacent to the doorway of building number 1. The 11-man Paratrooper squad is deployed in the ditch across the road from building 1, as is William Burt's LMG team.



Paratroopers of 502 PIR clear Complex XYZ building-by-building

SPECIAL RULES

RESERVES

- From turn 3 roll an order test to bring a veteran Captain in from reserve. The Captain arrives from the top long table edge.
- From turn 4 roll an order test to bring on the Roy Nickrent's bazooka team. They arrive from the top long table edge.
- From turn 5 roll order tests to bring on Airborne reserves from the western table edge (left short table edge).
- From turn 5 roll order tests to bring on the 4th Division reserves from the eastern table edge (right short table edge).
- There is no outflanking in this scenario.

MORNING SHOCK

As the German artillerymen were starting their day in relative peace the last thing they expected or were prepared for was an attack from a bold and seemingly fearless enemy. The Germans start the game with two pin markers on them. Additionally, Sergeant Summers receives the first order die of turn one.

KNOCK! KNOCK!

Moving from house to house Summers, and later Private Camien, kicked open each door and sprayed each house with hot lead. When given an *Advance* or *Fire* order Harrison can fire into an adjacent building through the doorway ignoring the usual 1" separation rule between squads. This is counted as point-blank shooting. The occupants **do not** get the benefit of cover or the usual building extra protection rules.

OBLIVIOUS

The occupants of the mess hall (building 8) seemed oblivious to the mayhem taking place outside and were sitting down for breakfast as they were paid a visit by Summers. The German ten-man squad and the officers in the mess hall cannot be given orders until they are either fired on, assaulted, or an enemy unit moves within 6" of the building. Before this occurs the units inside the mess hall will be the last German units to receive order dice. When the last three German order dice are pulled from the bag set them aside until the turn has ended or the until the enemy fires on them, assaults or moves within 6", then put all three of

their dice back in the bag. As soon as the oblivious state is lost, these units receive orders normally.

THIS SEEMS SUICIDAL!

The men that joined Summers at Complex XYZ had never met this tall Sergeant that wanted to attack a whole German garrison with 15 men. They were reluctant to follow him to say the least. During turn one, two, and three the 11-man paratrooper squad that deployed at the start of the game must pass an order test to be issued an order. They have to pass this test even if they don't have any pin markers. During turn one they need to roll 6 or less to pass the order test. During turn two they need to roll 8 or less, during turn three they need a 10 or less. The order test at 10 is again rolled during turn 4. If they gain pin markers the roll is even harder to pass for example if they receive a pin marker before they roll their order test during turn one they need 5 or less to pass the order test.

WHERE THERE'S A WILL, THERE'S A WAY

Several times during the fight both Summers and Camien were wounded. This did not stop them from achieving their objective no matter the hardship. When shooting and assaulting Summers and Camien the German player needs to roll 6s instead of 5s to cause casualties.

THE MESS HALL

The mess hall is a large building that has three units deployed in it at the start of the game. When shooting HE at the mess hall, after establishing that the building has been hit, allocate the numbers 1, 2, and 3 to the units inside the building. Then make a D3 roll. If the result is a 1 or a 2, the unit allocated 1 takes the hit. On roll of a 3 or 4, the unit allocated the number 2 is hit. On a roll of 5 or 6 the unit allocated number 3 is hit. When normal shooting or assaulting takes place the target of these attacks is the unit closest to the window or door the attacker is aiming at.

FIRST TURN

Sergeant Summers receives the first order die then play proceeds normally.

OBJECTIVE

The US player's objective is to clear Complex XYZ of German opposition. The Germans need to survive Sergeant Summers' onslaught and hold their position.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 7 roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn. If the players wish the game may also end when the US player has gained two more Victory Points than the German player (see victory conditions).

VICTORY

The victor of this scenario is determined by Victory Points (VPs) The US player gains one VP for every German unit destroyed. The German player gains a Victory Points for every unit that survives. So, at the start of the game the German player starts with 12 VPs and the US players starts with zero. As the Americans destroy German units, they gain VPs, simultaneously the Germans lose VPs. To win the scenario one side needs to have two more Victory Points than their opponent.

THE AFTERMATH

The heroes of Objective XYZ received airborne reinforcements from the west while spearheads of the 4th Infantry Division advancing from Utah also assisted in the mop up. It is estimated that Summers personally killed 40 to 60 German soldiers. Summers was put forward for the Congressional Medal of Honor but as some accounts state, Lt Colonel Cassidy could not believe that one man could do what Summers did that day. Summers was instead awarded the Distinguished Service Cross. There were later appeals put forward but none were successful, the Medal of Honor remained out of Summers' hands. He was later given a battlefield commission and served with distinction for the rest of the war. The historian Stephen Ambrose immortalised him by giving him the title: "The Sergeant York of World War II." PFC Camien was seriously wounded towards the end of the battle and was evacuated. The battle of Objective XYZ was one of the most one-sided of D-Day. One-sided in numbers, which the Germans had throughout most of the engagement and one-sided in casualties which the Germans also had in dead, wounded and captured, virtually wiping out the unit. Summers' party had five dead and two wounded by the end of the battle, a battle that lasted five hours. When the firing had died down and the battle was won Summers was asked how he felt. He replied: "Not very good; It was all kind of crazy. I'm sure I'd never do anything like that again."

SCENARIO 8: COUNTER-ATTACK AT SAINTE-MÈRE-ÉGLISE

In a predominantly rural area of France as Normandy was, control of the road system was vital. This was exacerbated by terrain that was unique to Normandy with its thick hedgerows which bordered the properties of Normandy's farmers. One of the US Airborne's primary D-Day objectives was control of the vital road and communications hub of Sainte-Mère-Église.

For the humble farming community of Sainte-Mère-Église the night of June 5th was typical of the time. They were used to the sounds of aircraft, of bombing raids and flak and the curfew enforced by the Germans. In contrast the first hours of June 6th would be ones they would never forget.

In the early morning of June 6th bombers made their bombing runs and the anti-aircraft guns opened fire on them. The people of Sainte-Mère-Église sought shelter from the raid. One of them was the Mayor, Alexandre Renaud, who took shelter with his family. When Renaud emerged after the raid he was greeted by the town's Fire Chief. Part of the town was on fire.

The parachute drops of the 505th PIR were among the most accurate of D-Day but not everyone in the unit landed where they were supposed to. Members of F Company 3/505th along with paratroopers from the 101st, who were way off course, landed in the middle of Sainte-Mère-Église. As the fire raged in the town, the glare of its flames revealed the silhouettes of parachutes and the men dangling from them. The Germans in the town fired their small arms and flak weapons as the paratroopers descended. Roughly 30 men landed in the town and were slaughtered. Some helplessly snagged on poles and buildings were shot, as were those landing in the street. One paratrooper, sucked in by its hot air, landed in a burning building which detonated the munitions he was carrying. Private John Steele in a scene made famous by the movie *The Longest Day* was shot through the foot while airborne and snagged on the church steeple. Unable to free himself and realising his danger, he played dead while the sound of Sainte-Mère-Église's church bells rang in his ears. Steele hung there for two and

a half hours when he was finally discovered and taken prisoner.

North of Sainte-Mère-Église, in Drop Zone O, Lt Colonel Krause, commander of the 3/505th PIR, gathered a force of 200 men to take the town. By the time they got there, the fire was out and the residents were asleep. Reminders of the earlier battle were all around. The air was thick with smoke and the bodies of dead paratroopers hung from trees and poles. As the men prepared for the attack, Krause ordered them to use only bayonets and hand grenades to minimise friendly fire casualties and to keep their positions hidden in the pre-dawn darkness. The plan worked and the 505th quickly took the town by 0600hrs. Krause raised an American flag he had been carrying in his pocket. He had hung the same flag over the City Hall of Naples a year earlier and had vowed to hang it over Sainte-Mère-Église. It now fluttered in the morning air over the Town Hall.

The 3/505th began preparing for German counterattacks. Mines were laid, and foxholes dug. Reinforcements and heavy weapons also began arriving. The 2/505th arrived with Lt Colonel Ben Vandervoort, its commander, hobbling around on a broken foot. Vandervoort was appalled at the sight of the dead paratroopers hanging around the town. He demanded they be cut down immediately. The 2/505th moved half of its troops to the north of Sainte-Mère-Église to defend its northern approaches, while Krause's 3/505th defended its southern approaches. At 0930hrs the sounds of tank tracks could be heard from the south. The German counter-attack had arrived.



Scenario 8: Counter-Attack at Sainte-Mère-Église

FORCES

GERMAN

Use 91st Luftlande Division reinforced platoon to create a 1,200pt list (see [here](#)). For tank support only use StuG IIIs. For infantry selections your German list cannot have any Fallschirmjäger troops.

US

Use the US Airborne Reinforced platoon (D-Day) to create a 1,000pt list (see [here](#)).



A StuG assault gun leads the German counter-attack at Sainte-Mère-Église

SET-UP

Set up terrain as shown on the map. This represents the southern side of Sainte-Mère-Église. Set up a graveyard behind the church which is walled off. Stone walls are prevalent throughout the town.

OBJECTIVES

Starting with the US player, players place one objective marker in each of the 24"x 12" yellow bordered area. These areas are 12" in from both long table edges.

DEPLOYMENT

The US player (defender) deploys half their force rounding down in the 36" by 48" red area which is 12" in from the right short table edge (where the Germans are attacking) and 24" in from the left short table edge. The other half of the American force is deployed in the green area. This is the American reserve force. They may start the game *Dug In*.

The Germans (attackers) start the game off the table and come on in the first turn (first wave). The German player may have up to half of his force in reserve or outflanking.

SPECIAL RULES

AIR SUPREMACY

See [here](#).

HEDGEROWS

See Hedgerow rules, [here](#).

DUG IN

The Americans start the game *Dug In*.

FIRST TURN

The battle begins. During turn one the German attackers must bring their first wave onto the table. They can enter from any point from the right short table edge. They must be given a *Run* or *Advance* order. Note that no order test is required to move onto the table as part of the first wave.

OBJECTIVES

The Americans must hold Sainte-Mère-Église at all costs. This vital road hub must be held to stop reserves from getting to the beaches and as a spring board to strengthen the Utah beachhead. The Germans must take Sainte-Mère-Église back if they are to have a hope of driving the Americans back into the sea.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 9, roll a die. On a result of 1, 2, or 3 the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY!

If at the end of the game one side controls two of the three objectives they win the game. To capture an objective there must be one of your infantry or artillery units within 3" of the objective and no enemy units within 3" of it at the end of a turn. If you are the attacker place a token on the objective marker to show the

objective has changed hands. If the defender takes the objective back simply remove the token.



StuG III Ausf G Assault Gun

THE AFTERMATH

The tanks that could be heard from the town were StuG IIIs advancing on their positions. They were supporting a battalion-strength attack from the 1058th Grenadier Division and two companies of the Georgian 795th Battalion. They were also supported by 88mm guns. The StuGs opened the battle by firing their cannon and machine guns on the defenders. They were joined by machine gun fire and a barrage of mortars and 88s on the American positions. As the attackers moved forward against the 3/505th's thin line, the 505th's commander Colonel William Ekman ordered the 2/505th Battalion to reinforce the southern perimeter. Vandervoort complied but decided to leave a single reinforced platoon north of Sainte-Mère-Église at the hamlet of Neuville-au-Plain to slow down any northern attack. By 1000hrs reinforcements from the 2/505th had made it to the frontline. The Germans were repulsed with heavy losses after I Company 3/505th counter-attacked, lobbing grenades as they charged. Though the defenders of Sainte-Mère-Église were expecting them to be back the Germans did not return from the south for the rest of the day. There was an attack in the afternoon to the east of the town but that too was repulsed by the 2/505th Battalion. At Neuville-au-Plain to the north, things were just getting started.



Hastily re-manned, an anti-tank gun targets the German assault guns

SCENARIO 9: NEUVILLE-AU-PLAIN

Neuville-au-Plain, a hamlet to the north of Sainte-Mère-Église, was originally to be 2/505th battalion's next objective after Sainte-Mère-Église had been secured. They were to set up a defensive line there to shield Sainte-Mère-Église against any attacks from the north. As the counterattack on Sainte-Mère-Église commenced, Vandervoort, the 2/505th's commander, was given orders to move his whole battalion back to Sainte-Mère-Église. Vandervoort, realising that this left the defenders of the vital road hub vulnerable to attacks from two directions ordered 1st Lieutenant Turner Turnbull and 3rd platoon, D Company to take and hold Neuville-au-Plain. Turnbull, a veteran of the North Africa, Sicily, and Italy campaigns, saluted Vandervoort and got on with the task, ordering his men to advance on Neuville-au-Plain at the double. On reaching Neuville he found its small garrison unprepared, 3rd platoon took the village with little resistance.

Without pause Turnbull set up a defence of the hamlet. Setting up his infantry and machine guns on both sides of the northern road, meticulously setting up fields of fire and ambush positions for his bazooka teams. At a bit after 1000hrs Lieutenant Colonel Vandervoort arrived in a jeep towing an anti-tank gun. After greeting Vandervoort, Turnbull had the gun set up south of the crossroads looking down the northern road. Minutes later Turnbull and Vandervoort received word from an English-speaking French local that some American paratroopers guarding a large column of German prisoners and a captured assault gun were nearing the northern edge of Neuville-au-Plain. Using his binoculars Vandervoort studied the group. He could see men in American uniforms flanking Germans and waving orange aircraft recognition flags. The assault guns following the procession made Vandervoort suspicious. Vandervoort ordered Turnbull to get one of his machine gunners to fire a burst to the right of the advancing column. As soon as the burst landed the group scattered and the assault gun began firing. Mortars and small arms fire followed, peppering the paratroopers' positions and knocking out a bazooka team. Vandervoort and Turnbull dove for cover as 3rd platoon returned fire. The anti-tank gun sited near the crossroads had been abandoned after a near miss from an

assault gun. After encouragement from Vandervoort, it was re-manned and knocked out one the assault guns. In the meantime, the German infantry were using the hedgerows to try to flank the position on both sides. Over the gunfire Vandervoort shouted some orders to the young Lieutenant, “Turnbull, delay these Germans as long as possible! I’m sorry I can’t spare any reinforcements at the moment, but I’ll do what I can when I get back to Sainte-Mère-Église!”. Turnbull shouted back, “Can do sir! Now if you’ll excuse me, I’ve got a war to fight! With that the Lieutenant ran off. Vandervoort limped to his jeep. “Good luck boys”, he said in a quiet voice....

FORCES

US

The American defenders will have the following units in this scenario:

- Turner Turnbull and two companions (see [here](#)).
- Two seven-man Paratrooper squads with: two SMGs, one LMG, and four rifles.
- Three seven-man Paratrooper squads with: two SMGs, one BAR, and four rifles.
- One 57mm AT gun.
- Two Bazooka teams.
- One paratrooper light mortar.
- One MMG.

GERMANS

The German attackers are to create a 1,000-point list using the [91st Luftlande Division Reinforced platoon selector](#) with the addition of two StuG III Ausf Gs with Schürzen (armoured skirts) for free. This list may not have any Fallschirmjäger squads.

SET-UP

Set up the table as shown on the map. The terrain consists of orchards, bocage, stone walls, buildings, gates and roads.

OBJECTIVES

Place an objective marker in the middle of the crossroads. This, along with the two labelled houses in Neuville-au-Plain, are the objectives for this scenario.



German Sd Kfz 250/9 Halftrack

DEPLOYMENT

The US defender deploys their force in the area bordered in red. This area borders the bottom and right side of the table then extends out in an area 36" tall and 60" wide. The German player does not deploy on the table. Their forces will come on in the first wave or as reserves and outflankers.



Scenario 9: Neuville-au-Plain

SPECIAL RULES

HEDGEROWS

See [here](#).

AIR SUPREMACY

See [here](#).

FIRST TURN

The battle begins. During turn one the German attackers must bring their first wave onto the table. They can enter from any point from the right short table edge. They must be given a *Run* or *Advance* order. Note that no order test is required to move onto the table as part of the first wave.

OBJECTIVE

Turner Turnbull and 3rd platoon, Dog Company must delay any attack on Sainte-Mère-Église from the north.

The German 1058th Grenadiers must push on to Sainte-Mère-Église.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 6, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY!

To win this scenario either side must control at least two or the three objectives at the end of the game. The crossroads and the two houses labelled on the map. At the start of the game all these objectives are in US hands. To capture the crossroads objective the player must at the end of a turn have at least one infantry or artillery unit within 3" of the objective and no enemy units within 3". To capture the buildings a player must occupy a building by having one of their units inside it and no enemy units inside that building. Alternatively, the

German player can win if they destroy seven of the US players ten units.

THE AFTERMATH

General James Gavin, the 82nd's assistant divisional commander on D-Day, would later say that Vandervoort's decision to leave a holding position at Neuville-au-Plain was "one of the best tactical decisions in the battle of Normandy." If this was the case the resistance to the German attack by 3rd Platoon was one of the bravest. For eight hours they held out against 200 attackers from the 1058th Grenadier Regiment supported by assault guns. These German forces were reinforced in the early afternoon, but even then 3rd Platoon resisted. Turnbull's men knocked out three assault guns, resisted attack after attack until they were almost out of ammunition and were down to 16 out of 42 men. As night fell Turnbull ordered a retreat. As they retreated 1st Platoon, E Company (sent by Vandervoort) under Lieutenant James Coyle prevented the Germans from encircling and wiping out the 3rd Platoon's remnants.

Tragically Turnbull died on the following morning when a mortar bomb landed amongst him and two of his men, mortally wounding the young Lieutenant. 1st Lieutenant Turner Turnbull III posthumously received the Silver Star. His, and 3rd Platoon's, efforts in holding Neuville-au-Plain allowed the defenders to prepare a defence to the north of Sainte-Mère-Église, stopped any chance of Sainte-Mère-Église being attacked from two directions on D-Day, and bought precious time for the 82nd Airborne who would soon link up with the 4th Infantry Division.



German reinforcements speed towards the sound of battle coming from the shore

THE GERMAN RESPONSE



In the early hours of June 6th, 1944, the German response to the Allied airborne landings and the threat of invasion was chaotic, fragmented, and cumbersome. At the highest levels of German command an air of scepticism was prevalent, influenced by Allied deception and their own preconceptions of Allied intentions. The German command structure itself had disastrous consequences for the Germans, denying the German commanders the ability to act on their own initiative.

In the hours prior to the seaborne landings at dawn the vital strategic panzer reserve were given no orders. In Normandy, the first high level officer to react in any measure was General Marcks, commander of the 84th, who on hearing reports of parachute drops east of the Orne estuary and in the Cotentin Peninsula put forces under his command in a high state of readiness and recalled the regimental and divisional commanders who were on their way to the war games in Rennes. The Chief of Staff of the 7th Army, General Pemsel, on following the reports of the airborne operations and then reports of ships off the coast of Cherbourg and the Cotentin Peninsula was convinced that this was the invasion. By 0230hrs Pemsel had rung the commander of the 7th Army, General Dollman and Rommel's Chief of Staff, General Hans Speidel. Speidel was not convinced that these reports amounted to an invasion but passed on the reports to Field Marshal Rundstedt (Commander-in-Chief West) by 0255hrs. Rundstedt was beginning to be convinced a major attack was taking place in Normandy but whether it was the Allies' main attack, or a diversion, was in question. There had also been reports of a massive sea and air armada heading toward the Pas-de-Calais, Operation *Taxable* and *Glimmer's* phantom fleet.

At 0430hrs Rundstedt issued a momentous order. He ordered two panzer divisions from the strategic reserve to advance to the Normandy coast. Unfortunately for the Germans, all orders to move any of the strategic reserve in the west had to be approved by the Führer. Hitler had only recently gone to bed with the help of sedatives. No one was game to wake him up for fear of one of his tirades and no one bothered Rommel at his home in Germany until after 0600hrs. Colonel General Alfred Jodl, Chief of the OKW's (High Command of the Armed Forces) operations was not disturbed until he woke up at 0630hrs, at the exact time the Allies amphibious landings were taking place. When he heard

of Rundstedt's order to commit part of the reserve he countermanded it stating that not enough was known about the airborne landings and that they were more than likely a diversion from the main attack at the *Pas-de-Calais*. On Jodl's decision to countermand the order Rundstedt's operations officer, General Bodo Zimmerman stated: "the first critical day was lost. The success of the invasion was already decided." When orders did reach the reserve panzer divisions it would be too late. Had Rundstedt's orders been followed it is uncertain what the result may have been, but failure of the invasion would have been a stronger possibility. It had been up to the local commanders to resist the airborne drops.

At 0120hrs the commander of the 716th Static Infantry Division, *Generalleutnant* Wilhelm Richter, received news of the British landings east of the Orne River and of the capture of the Caen Canal and Orne river bridges. Realising he didn't have the troops to effectively counter-attack the Red Devils and defend the beaches at the same time he contacted the commander of the 21st Panzer Division *Generalmajor* Edgar Feuchtinger asking for a counter-attack with all his forces on the British positions. As part of the strategic reserve he could not commit his whole division against the British paratroopers, which may very well have been a diversion, without consent from the commander of Army Group B. At this stage he could only allow local units in the vicinity of the British position to engage them. Companies from Hans von Luck's 125th Panzergrenadier Regiment immediately conducted attacks against British forces on the eastern side of the Orne. A battalion of the 192nd Panzergrenadier attacked the bridges from the west at 0200hrs. At 0330hrs, units from the 716th attacked Lt Col Pine-Coffin's 7th Parachute Battalion to the north. Both attacks were failures. The latter attack supported by 75mm self-propelled guns and flak cannons was stopped in its tracks. In the meantime, Feuchtinger received no operation orders until 1000hrs!

On the Cotentin Peninsula the picture was so confused that the Germans were unsure what the Americans' objectives might be. The Germans didn't organise strong counter-attacks until after landings had taken place on the beaches and the paratroopers were prepared and waiting. The first phase of Operation *Neptune* was going mostly to plan and was succeeding in its intent. It was now time for the amphibious troops waiting in their landing craft to storm Hitler's Atlantic Wall.



Turner Turnbull leads his US Paratroopers from the front at Neuville-au-Plain

THE BEACH LANDINGS



“When the light came up, some of our men at the end of our trench shouted to the rest to come and see what was happening. When I looked over the trench at that side, onto the sea to the East, I can tell you my throat was dry, painfully dry, and my hands began to shake. I was not the only person to be affected in this way; one of the very young lads began to retch as if he was going to be sick. It was the effect of pure fear.”

Heinrich Runder, Grenadier with the German 709th Static Infantry Division, on seeing the invasion fleet off Utah beach on the morning of June 6th.

“As I scanned the horizon, I began to see many shapes materialise. The sea was slightly foggy out there, but I could see first a handful of shapes, then more, and finally an absolute wall of these grey outlines stretching almost across the whole horizon. All of us men who had binoculars stood and stared at this apparition, while the other men demanded to know what we were looking at. We handed the binoculars around for a few seconds, and many of the men took a look. Their reactions varied, ranging from curses to a kind of apprehensive laughter, or just silence.”

Henrik Naube, Unteroffizier (Corporal) with the 352th Infantry Division stationed at Vierville, overlooking Omaha beach.



**Dog Red Beach by Howard Gerrard (c) Osprey Publishing. Taken from Campaign 100: *D-Day 1944 (1)*
*Omaha Beach***

THE AIR BOMBARDMENT

The air armada gathered on D-Day was the largest in history. On D-Day alone it flew 14,000 sorties. While its size and previous contribution to the success of D-Day was impressive, the aerial bombardment of the beach defences was less successful. At midnight the RAF bombed coastal batteries along the Normandy coastline, as well as bombing one of D-Day's objectives, the city of Caen.

At first light 1,200 heavy bombers of the 8th and 9th Air Forces bombarded the defences of the invasion beaches with a heavier load than usual. Unfortunately, low cloud cover affected their accuracy. This left the defences facing the invasion beaches largely intact. The exception to this was on Utah beach where Resistance Nest 5 (WN5) was obliterated. Many of its guns were destroyed and its men left demoralised.

THE GREATEST ARMADA IN HISTORY

British Admiral Sir Bertram Ramsay was responsible for both the planning and execution of naval operations for Operation *Neptune*. One of the biggest challenges of organisation, planning, and logistics in human history. Ships of all types would be involved from minesweepers, motor torpedo boats, and landing craft to cruisers and battleships. There were 7,000 ships in all divided into two task forces. The Western Task Force oversaw the American landings on Utah and Omaha while the Eastern Task Force escorted the British and Canadian landings at Gold, Juno, and Sword. Each beach also had its own naval commander and force assigned to it.

When planning for *Neptune* Ramsay set forth two overall objectives to work toward. The first was to help secure and defend a beachhead on the continent. The second was to sustain an advance into France by 26 to 30 infantry and armoured divisions.

In achieving the first objective he sent minesweepers ahead of each task force to clear any mines the Germans had deployed. To protect against Uboats and Eboats, he dropped thousands of mines around their bases prior to D-Day and on D-Day sent out flotillas of destroyers, motor torpedo boats, frigates, and gunboats in coordination with RAF Coastal Command to sweep the Channel clean of potential threats to the invasion fleet. Protecting the two task forces were six battleships, 23 cruisers, and 101 Destroyers, the larger of which had targets for bombardment prior to the landings. These targets were mostly coastal batteries which threatened the invasion fleet and the beach defences in support of the landings. The bombarding ships would also make themselves available for targets of opportunity given to them from forward observers.

In achieving the second objective Ramsay had some secret weapons up his sleeve. One of the difficulties for the invasion was supplying the invading armies with everything they needed without capturing a port on the initial landing. Through British ingenuity two solutions were created. The first was the creation of artificial harbours. Codenamed Mulberry they would provide the Allies with floating prefabricated harbours until the port of Cherbourg was captured. They

were transported by tugboats and assembled on D+1. The second was the creation of a fuel pipeline under the ocean from England to France codenamed Pluto (Pipe Line Under The Ocean). Pluto would keep the fuel hungry Allied armies supplied. These innovations were called by one historian “the greatest military engineering achievement since the Persian crossing of the Dardanelles by a bridge of boats in 480 BC.”

At 0545hrs the naval bombardment of the beach defences began as Germans huddled in fear behind their bunker walls and trenches lines and Allied troops waited sick and anxious in their landing craft.



Invasion! Landing craft laden with Allied troops surge towards the beaches

SCENARIO 10: UTAH BEACH

0545hrs, Utah beach. The guns of Force U, under Rear Admiral John L Hall opened fire. The British cruisers HMS *Enterprise* and HMS *Hawkins* were joined by the Dutch sloop *Soemba* and a force of destroyers fired salvo after salvo on the beach defences for 40 minutes. The defenders, led by a young German Second lieutenant, Arthur Jahnke were still reeling from the devastating aerial bombardment when the shells began landing. The pre-landing bombardments would knock out most of the guns defending the shoreline, many of the defenders and leave the rest of them numb and in a state of shock.

The first wave made their way to the beach at 0630hrs. The American landings were set at this time so the low tide would expose the obstacles strewn across the beaches. Leading the first wave were companies of the 8th Regiment, 4th Infantry Division, landing on beach sectors Tare Green and Uncle Red. On Tare Green Companies B and C would land first, led by Lt Colonel Conrad Simmons while on Uncle Red Lt Colonel Carlton MacNeeley led Companies E and F. Joining them was the courageous Brigadier General Theodore Roosevelt Jnr. As they neared the shoreline smoke was fired as a signal to the warships to cease their bombardment. As the ramps lowered on their Higgins boats the Americans were surprised and pleased to find they were met with only sporadic fire as they waded through the water to the beach. On reaching the shore they rushed forward to attack the enemy's defences. Minutes later they were joined by the DD Shermans of the 70th Tank Battalion that landed in good order. They soon began knocking out German positions of resistance with their 75mm guns as they advanced up the beach.

One point of resistance at WN 5 (Resistance Nest 5) that fought stubbornly was a German *Panzerstellung* mounting an FT turret that had kept many of the attackers pinned on the beach wall. It was soon destroyed by a DD Sherman which kept the advance moving. With most of their anti-tank assets destroyed there was little the German platoon from the 919th Grenadier Regiment could do to stop the 4th Division's momentum as they flooded ashore. Jahnke had one last option. Prior to D-Day the defenders of WN 5 had stockpiled quite a

number of remote-controlled miniature explosive vehicles dubbed Goliaths, and he would now attempt to launch them at the advancing tanks. When he tried to launch the Goliaths Jahnke found that their circuitry had been damaged by the preliminary bombardment. They advanced aimlessly and failed to detonate when triggered. They had no effect what so ever on the Shermans which continued to pummel position after position. WN 5 was soon overwhelmed and Jahnke and the remnants of his platoon were captured.

FORCES

GERMAN

The Germans have the following forces for free (all shown on scenario map): Two Vt600 positions both equipped with 50mm KwK 39 guns, an anti-tank bunker with a PaK 38 deployed inside it, a Panzerstellung with an FT turret, four Tobruk positions (three equipped with machine guns, one with a light mortar), a command and observation bunker, five bunkers, a PaK 181(f) in a gun pit, an MMG in a weapons pit, and all the barbed wire, trench lines, and minefields shown on the scenario map (see [here](#)). The Tobruk mg position closest to the German players edge may be replaced by [Gefreiter Stefan Heinvez](#).

Along with the above forces the German player creates a 500pt reinforced platoon using the 'Resistance Nest' Reinforced Platoon selector (see [here](#)). No Osttruppen or ROA Fanatics can be taken in this list, neither can Tanks, Tank destroyers, Assault guns. All team and artillery units are inexperienced, with the exception of snipers which cannot be inexperienced.

US

The American player creates a 1,500-point list using the 'US Beach Assault' Reinforced platoon selector (see [here](#)). Landing craft are free (they are Regular). The American player also receives one Regular DD Sherman and a Naval Forward Observer for free. No Rangers may be taken in this list.

SET-UP

Set up terrain as shown on the map. There is a road going down the centre of the table intersected by another road. Ruins are positioned near the road leading

to the beach to the right of it. The sea area of the map should be separated into two distinct areas representing deep and shallow water. The deep area is 9" in depth, the shallow area is 6" deep. Where the beach becomes grassland is a seawall going from one long table edge to the other with a 3" gap in the centre adjacent to the road. The sea wall provides hard cover to infantry and artillery units adjacent to it (the sea wall has to be between you and the enemy of course). The sea wall is also interrupted by the anti-tank bunker 2" in from the left long table edge. Place fortifications as shown on the scenario map. Place beach obstacles as described in the amphibious rules in shallow water and on the beach (12" apart in width and 6" apart in depth) If it can be modelled place shingle (fist-sized stones) where the beach becomes grassland. Shell craters should also be placed around the map.



Scenario 10: Utah Beach

DEPLOYMENT

The German defenders first deploy guns and weapon teams in appropriate

fortifications as labelled on the scenario map. The Germans then deploy the remainder of their force. If the German player so chooses they may have up to half of their force in reserve. There is no outflanking in this scenario. Those units deploying on the table can deploy in any of the bunkers and trenches not already occupied by other units. They may also deploy in the ruined houses. An officer must be deployed in the Command and Observation bunker.

The US player divides his force into two 750-point waves. The free DD Sherman is not counted, it is automatically part of the second wave. The first wave must be totally made up of compulsory, infantry and headquarters units. This is with the exception of engineers; they are in the second wave. The second wave is made up of the rest of the US player's force.

The first wave is deployed on the table anywhere in the deep-water area of the table. (9" in) The second wave comes in on turn two. No tests are rolled, they come on automatically.



US Army HQ

SPECIAL RULES

2ND WAVE

At the start of turn 2, place all second wave transports 9" in from the attacker's short table edge, on the edge of the deep-water zone. This is done in the same way as deployment during turn one.

OUTFLANKING

There is no outflanking in this scenario.



A Duplex Drive 'swimming' Sherman tank supports the GIs on Utah beach

PREPARATORY BOMBARDMENT

See [here](#) in the *Bolt Action* rulebook. Add the following modification to the preparatory bombardment rules for the Utah Beach landing: a roll of 6 automatically destroys the unit. This includes units deployed in bunkers. The structure has taken a direct hit from a large calibre naval shell. The bunker is also destroyed and becomes a ruin. This represents the successful pre-invasion bombardment of WN 5 which destroyed many of the fortifications there. The attackers automatically get a preparatory bombardment.

DUG IN

The Germans in the scenario are deployed in trenches and weapons pits so use the *Dug In* special rules.

MINEFIELDS

See [here](#).

BARBED WIRE

See unit rules, [here](#).

BUNKERS

See page 127 of the *Bolt Action* rulebook.

AMPHIBIOUS ASSAULT

See [here](#).

AIR SUPREMACY

See [here](#).

WE'VE GOT THE NAVY ON THE HORN!

If a Naval Forward Observer is taken they may be given a *Fire* order to call in a barrage multiple times in this scenario. After the first Naval barrage has been concluded by the Naval Forward Observer he may call in another naval barrage on the following turn (not on the same turn the barrage was concluded). After the second barrage is concluded, the same process takes place. This continues until the end of the game. See [here](#) for Naval Forward Observer rules.

OBJECTIVE

The US player must get a foothold in France and advance as far inland as possible to secure the beachhead. The German player must slow the Allied advance enough for their armoured reserves to counter-attack the Americans and drive them back into the sea.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 9, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY!

The victor of this scenario is determined by Victory Points (VPs). The US player receives two Victory Points for every unit they advance off the edge of the

defender's short table edge. German players receive one Victory Points for each US unit destroyed. To win this scenario one player must have accumulated two more points than their opponent.

THE AFTERMATH

After WN 5 was taken General Roosevelt realised that the Utah landings had taken place 2kms from where the landing should have taken place. This partially explained the lighter resistance the assault waves had experienced on the beach. The problem now was that the area they had landed in provided only one road inland which was not adequate for the division's advance, especially considering that the terrain around the exits had been flooded. Roosevelt had a decision to make. His choice was either to radio HQ to send successive waves to where they should have landed or send further waves to where they had now established a beachhead. The original landing site had more routes off the beach but offered heavier resistance for the incoming waves while where they were now only had one road off the beach which could potentially become clogged with men and machines trying to advance inland. Roosevelt made his decision with the remark: "We'll start the war from here."

By 0900hrs the 4th Infantry Division advanced inland down the single road and found little resistance on the other side and quickly linked up with the 101st. At the same time other units of the 4th Division expanded the beach front by advancing north and south and knocking out enemy strongpoints along the beach. With this expansion, more routes were secured off the beach.

On the beach engineers and dozer tanks cleared routes through the beach obstacles while following waves advanced off the beaches with ease. The Allies' first foothold on occupied France had been secured and was secured with much lighter casualties than envisioned by the planners. The 4th suffered less than 200 casualties in their landing, the lowest casualties by far on D-Day. It wasn't all smooth sailing and the exits off the beaches were at times blocked by destroyed vehicles hit by enemy shells, but by nightfall 23,000 men had landed on Utah along with 1,700 vehicles. The 4th Division's spearheads had pushed deep inland and Sainte-Mère-Église was in its sights.

TOP SECRET

GEFREITER STEFAN HEINVEZ

Gefritter Stefan Heinvez first saw combat as a 19-year old fighting the Americans in Sicily in 1943. In the fighting there he sustained a wound in the leg. The wound gave him a permanent limp which to the higher ups made him more suitable for service in the static divisions defending the Atlantic Wall in France. He was posted to the 709th Static Division where he was assigned a Tobruk position on Utah beach. On D-Day, after sustaining the initial Allied naval bombardment, Heinvez's position was attacked from the landward side by US paratroopers while the 4th Infantry Division landed on the beach. Forced to abandon his position after resisting the enemy fiercely, Heinvez made his way to the Germans next defensive line inland. On the way his group was constantly harassed by Allied aircraft.

Soon after arriving at the defensive line, Heinvez's new position was attacked by a swarm of American fighter bombers forcing Heinvez to abandon yet another defensive position. Even then Heinvez's ordeal was not over as he faced an attack by US Shermans. The Germans knocked out some of the Shermans and were able to hold them off for a while until they were ordered to retreat. Heinvez and the troops he ended up with were harassed by fighter bombers and again Heinvez endured a devastating bombardment from rocket firing Thunderbolts. He was wounded in the back by shrapnel but was still able to walk and made it to yet another line of defence. On seeing a medic there, it was discovered that he had also broken several ribs. He was put on a horse-drawn cart and taken to a field hospital.

After D-Day Heinvez spent time in a recuperation centre to recover from his wounds. In July he returned to his unit but was soon taken prisoner when his unit (which had little anti-tank capability) faced an attack led by Sherman tanks. He remained a prisoner of the Americans for the remainder of the war.

Gefreiter Stefan Heinvez may be taken as a Tobruk machine gun team in the [Static Division Resistance Nest Reinforced platoon](#) in this book.

GEFREITER STEFAN HEINVEZ

Cost	55 points (Veteran)
Team	Gefreiter Stefan Heinvez and 1 man
Weapons	1 Medium machine gun
Special Rules	- Team weapon - Fixed - Tenacious Defender: When forced to make a morale test for losing half of the men in the unit, Heinvez makes the test at his full morale level, no matter the amount of pins Heinvez has accumulated (10 or less). - Lack of mobility: Due to wounds suffered in Sicily, Heinvez's movement is restricted to 4" for an advance and 8" for a <i>Run</i> order.

BLOODY OMAHA





German defenders prepare to meet the Allied invaders with a hail of lead

“The waves came up to their chests, then their waists. That is when we opened fire on them, as our orders stated. These troops were about four hundred metres from us. I did not sight them individually at first, but I began firing and I swept the gun from left to right along the beach. This knocked down the first few men in each line of men; you must remember that the MG42 was so powerful that the bullets would pass through the human body and hit whatever was behind. So it was that many of these men were hit by a bullet which had already passed through a man in front, or even two men in front. After that I aimed more selectively, to make the ammunition last as long as possible.

The Americans began to run, wade or stagger forwards, trying to get out of the water and onto the sand itself. They still moved quite slowly, and because of that and the close range they were easy targets to hit. In some cases, they tried to remain in the water up to their necks, perhaps hoping to be less conspicuous, and I did not fire on those men, because they showed no signs of advancing. In other cases, these troops tried to take shelter behind anti-tank devices on the beach, which were triangles of girders sticking up from the sand. Those devices were too narrow to give any real protection though, and those men were also hit. There were other troops who I could see removing their backpacks and

equipment and running onto the sand, attempting to surge up the beach towards the sea wall. I paid particular attention to these men, of course, and made sure none of them advanced beyond a few paces.

Our other machine gun was operating in the same way as me, and between us we held back any Americans who tried to advance onto the sand in front of us. I also fired along the beach at other troops who were coming ashore further down the sand. Throughout this time, we were being shelled intermittently by the warships.

At the same time, one of our 88mm guns began firing again, and sank several more landing craft. The whole zone of the sea in front of us was now clogged with these craft, and the ones that had deposited their soldiers were colliding with the burning or drifting ones that had been hit....

The shallow part of the sea immediately in front of us was full of bodies, probably at least a hundred bodies, and this amount was repeated up and down the beach in front of the other gun positions. The tide was starting to come in, and these bodies were rolling and swaying with the movement of the water, and there were such things as helmets, rifles and equipment floating and rolling with them.

After the initial burst of energy and determination that I felt when the attack started. I began to feel pity for these troops, because they keep arriving in landing craft. The craft would deposit them in the shallows, and they would walk toward us through the water in the same way as the first set of troops. We fired at them in the same way, causing the same deaths and injuries. My loader was moved by this, and he shook his head, saying that the Americans should not sacrifice their men in this way.”

Henrik Naube, Unteroffizier (Corporal) with the 352th Infantry Division stationed at Vierville, overlooking Omaha beach.

Of all the D-Day beaches, Omaha is the most iconic, the most remembered, the most bloody, and the one landing that came closest to failure. It was the beach where the opposition was by far the toughest and the terrain put the invaders at a disadvantage. The casualties of Omaha tower above those of the other D-Day beaches, in stark contrast to the success of the American landings at Utah beach.

Omaha beach was 5km in width and a far from ideal location for an

amphibious operation. The site had its advantages. The length of the beach allowed two divisions to land and a greater volume of men and material to come ashore. The sand and soil on the beach were also suitable for landing tanks. The great problem for the attackers was how exposed the soldiers landing would be to enemy observation and fire. The beach was hemmed in and surrounded by high bluffs, while at each end enfiling cliffs dominated it. Guns in these positions could zero in anywhere along the sands of Omaha Beach. The German positions on the bluffs had line of sight to every movement made below. To make matters worse the only way to get vehicles off the beach was to capture the gullies etched through the bluffs. The Germans built fortifications, resistance nests, and obstacles in these tactically vital locations to deny them to any attacker. At the end of the gullies (the Americans referred to them as 'draws') were fortified towns which offered another layer of defence for the attackers to get through. The Americans opted to land at low tide to expose the myriad of obstacles on the beach but this in turn meant they had a large area of beach to cross before they could reach any cover.



Landings at Easy Red Beach by Howard Gerrard © Osprey Publishing. Taken from Campaign 100: D-Day 1944 (1) Omaha Beach

Aware of these problems, the D-Day planners none the less picked the site because it was the only suitable one between Utah and Gold beaches and therefore the decision was made for them. The Americans also felt they had advantages that would level the playing field. The first was the overwhelming firepower that would be brought to bear on the defenders, which included the powerful guns of the navy, air power, tanks, and close artillery support firing from landing craft.

Another factor was the quality of the enemy troops whom the assault troops believed to be the second rate 716th Static Infantry Division. A few days before the landings Allied intelligence confirmed that a tough, battle hardened veteran division that had seen extensive service on the Russian front, was brought forward from St Lo to take up positions along Omaha beach. The news of the German 352nd Infantry Division's movement to the resistance nests around Omaha did not reach the troops. They landed on Omaha thinking they were facing old men and boys.

One factor both sides could not affect was the weather. As Force O (Omaha) under Rear Admiral Alan Kirk reached the coast strong winds blew, rough seas swelled, and cloud cover hung low over the beaches. The B17 and B26 bombers that had just finished their runs had little effect on the German defences. The navy's guns would also largely miss their targets. Admiral Kirk, ignoring the overall naval commander Admiral Ramsay's, advice, anchored the transports 18kms from the shore rather than the 13 kms recommended. As the transports headed for the beach, strong winds, rough seas and failing visibility from smoke created from brush fires veered much of the transports off course. Some landed on the wrong beaches, kilometres off course. This would add to the chaos of the landings. An example of this were the landings of Easy Company, 116th Regiment, which were supposed to occur on Easy Green, a beach in a central position on Omaha. They instead landed on Fox Green on the extreme left flank of the assault, a beach allocated to the 1st Infantry Division.

One of the great disasters of the day was the failure of the 741st Tank Battalion to reach the beach. The commanders of Companies B and C of the 741st, Captains James Thornton and Charles Young agreed to launch their DD Shermans in the rough, almost stormy seas. Their thinking was that the risk was worth taking because of the advantage of surprise it would give them and

because they felt they were duty bound to follow the mission plan. Failing to consult with the senior naval officer, they launched their tanks too far from shore. The rough seas soon collapsed the canvas screens, flooded engines and caused the tanks to lose their buoyancy. Only two swam to shore while a further three landed from their landing craft, out of a total of 29. This left the infantry of the 'Big Red One' largely without tank support. The commander of the 743rd Tank Battalion supporting the 29th 'Blue & Grey' Infantry Division wisely opted to land his tanks on the beach via landing craft. All 32 of the unit's Shermans made it ashore.

The tanks that did make it ashore did not have an easy time of it. The exposed tanks were targeted by anti-tank fire from the bluffs as Ernest Hemingway, a correspondent for *Collier's* magazine explains: "Just then one of the tanks flared up and started to burn with thick black smoke and yellow flames. Farther down the beach, another tank started burning. Along the line of the beach, they crouched like big yellow toads along the high-water line. As I stood up, watching, two more started to burn. The first ones pouring out grey smoke now, and the wind blowing it flat along the beach. As I stood up, trying to see if there was anyone in beyond the high-water line of tanks, one of the burning tanks blew up with a flash in the streaming grey smoke."

The spearhead of the Omaha landings was led by the 16th Regiment of the 1st Infantry Division landing on Fox Green and Easy Red beaches and the 116th Regiment, 29th Infantry Division landing on Easy Green, Dog Red, Dog White, and Dog Green beaches. On the right flank of the assault next to Dog Green was Charlie Beach where C Company of the 2nd Ranger Battalion would land. The main objectives of the first assault waves were to secure the gullies or draws leading off the beach. The 16th Regiment was to secure the E1 and E3 draws north of Colleville while the 116th Regiment were to secure the D1 and D3 draws at Vierville and Mont Les Moulins.

As the LCVPs neared the shore German guns fired on the transports knocking many out, others hit obstacles, some of which were mined. As the ramps came down and the infantry waded ashore in the shallows, devastating fire opened up on them, cutting them down in droves and stopping them from reaching any real cover. While on most beaches the carnage was awesome there were units that were more fortunate. Dog Green beach was the bloodiest of the

beaches. A Company of the 116th Regiment were virtually annihilated in the space of minutes, as they landing in front of resistance nests WN72 and WN71 which bristled with machine gun pillboxes and Tobruk positions. For some units landing on the wrong beach was a blessing in disguise because they escaped the withering fire of the heavily defended draws. For example, G Company, 116th, landing in a sector blanketed by the smoke of brush fires, landed in good order and made the sea wall with light casualties. This though, was the exception rather than the norm. Two hours into the assault the leading waves were hopelessly pinned down and huddled behind whatever cover they could find, be it sea wall, obstacle or shingle. Weapons were lost, units mixed, and all semblance of order gone. Others lying in the sand, clutched rosary beads and prayed. Bodies were lying everywhere and others were washing ashore with the rising tide. Engineers landing on the beaches to clear obstacles and mines suffered horrifically. Loaded with explosives, shells hitting their landing craft often blew up fantastically, tearing them to pieces. The heavy burden of their equipment also made them slow and easy targets for experienced German machine gunners and mortar crews raining fire on them from above. Companies and battalions soon broke down to teams of desperate men trying to get off the beach or die.

News of the growing catastrophe reached General Omar Bradley, commander of the First US Army, on the bridge of the USS *Augusta*. By 0900hrs Bradley contemplated withdrawal of the remnants of the first waves and redirection the rest of his forces to other invasion beaches. As Bradley contemplated the situation, the tide of the battle began to slowly turn. Hearing of the plight of the soldiers on the beaches the men of the navy redoubled their efforts to support troops ashore. Destroyers came in as close as 750 meters to the shoreline, their bottoms scrapping the sand to fire on enemy positions. The crews observed what the infantry and tanks were shooting at and directed their fire on the same targets. The battleships of force O were also brought to bear. The USS *Texas* aimed its 14" guns on the defences around draw D1 obliterating the Germans fortifications there. At the same time, bravery and leadership on the beaches was also having an impact. Brigadier General Dutch Cota, with fearlessness and swagger, gathered men of the 116th Regiment and the 5th Ranger Battalion. Creating an ad hoc platoon his men blasted through the wire and obstacles that

blocked their path up the bluffs, making it to the top and behind the German defences by 0900hrs. The men of Lieutenant John Spalding's Easy Company, 16th Regiment, also managed to get up the bluffs on the right flank of Resistance Nest 62. As the weight of supporting fire grew and groups of men started to penetrate the Germans' defences, the volume of fire from the Germans started to slacken and strongpoints were starting to be overwhelmed and taken out.

No German reinforcements had reached the beaches. These reinforcements might have spelt doom for the attackers. Instead *Kampfgruppe* Meyer, the 352nd's mobile reserve, was sent against Gold beach after General Marcks was informed the troops on Gold were harder pressed. The opportunity to destroy one of the Allies' beachheads had come and gone and eventually the enemy strong points were surrounded and eliminated. The beach was secured by mid D-Day.

Total disaster had been averted and a foothold gained, the price paid was high. Casualty estimates for the two divisions involved vary from 2,300 to 5,000 with an exact number not known.

By nightfall a tiny lodgement, two and a half kilometres in depth had been made, but importantly 34,000 men had landed on Omaha by the end of the day. The US Army had arrived in occupied France and they meant to stay.



The men of the Big Red One struggle across No Man's Land on Omaha Beach

SCENARIO 11: FOX GREEN BEACH

As the boats rocked and swayed in the choppy sea, looks of nausea and dark misery were etched across the men's faces. It went with the smell of sickness and seawater that permeated the boat as men were jostled about on the deck. Captain Wozenski called out to the coxswain "What are you doing? You're going too far left." Easy Company was supposed to land on Easy Red beach. As the shore line became more visible First Sergeant Fitzsimmons and the Captain realised they were way off course. The coxswain ignored them and keep heading for shore.

As the beach approached the German guns began to fire. A crewman of the LCVP screamed "They're shooting at us!" The boat's commander yelled back at him "Well, shoot back!" The pinging of machine gun bullets bouncing off the boat now became audible as the men gave each other tense looks. Worried his men would be stranded in deep water the sergeant eyed the coxswain "You hit bottom or I'm going to leave a grenade for you." But on seeing another landing craft hit and still another one snagged on an obstacle the men began to feel like sitting ducks. "Lower the ramp!", "Get us off!", they yelled.

As soon as the ramp lowered men jumped into the sea as bullets kicked up the water and hit men as they attempted to get off. Some of these men fell lifelessly onto the ramp, others fell into the water and drowned. The water was up to their chins as the men moved forward as quickly as they could. The Captain looking up at the terrain in front of him realised where he was. They had landed facing the Colleville Draw. They were in the middle of a kill zone between two bunker complexes. Machine gun and mortar fire ripped into E Company's men as they ran ashore. Men quickly ran to find cover behind the thickly laid obstacles on the beach. A machine gun crew set up near the water's edge and returned fire on the gun flashes on the bluff. Within seconds a tornado of lead was sent their way, riddling them with bullets. These men of the Big Red One had experienced heavy enemy fire many times before but nothing like this. As the man next to him lay dead with a giant gaping hole through his stomach, the Captain realised he had to keep the men going. "We've got to get to that

embankment! Come On!”



US Army MMG Team

FORCES

GERMANS

German forces are pre-set for this scenario – as shown on scenario map.

WN 61

One Panzerstellung with an APX turret, two Tobruk positions with MMGs, one anti-tank bunker with one PaK 43 inside, and one 50mm KwK 39 in a Vt600 position. The gun crews of this resistance nest were from the 1/726 Grenadier Battalion, and are classed as Regular units.

WN 62

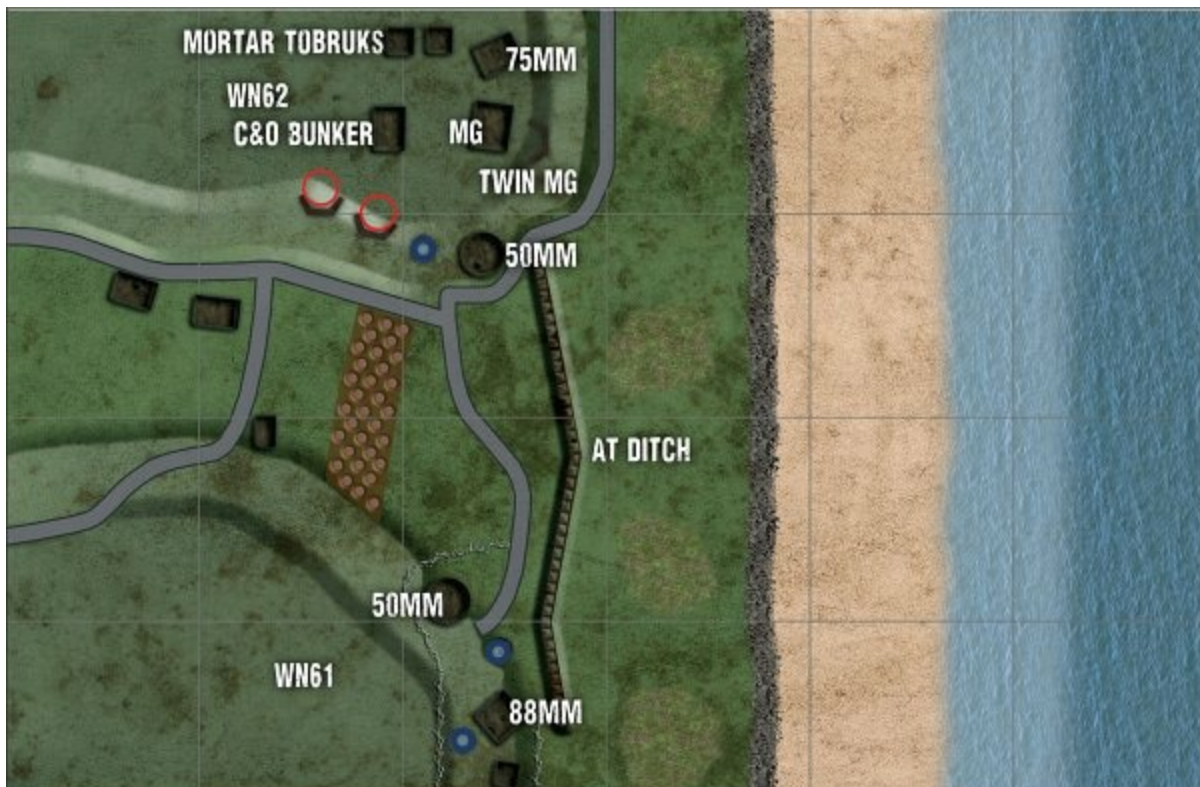
One Command and Observation bunker with a free Regular artillery observer, one 50mm KwK 39 in a Vt600 position, three Tobruk positions with MMGs, two Tobruk positions with 50mm mortars, one howitzer casemate with a 75mm FK235 (b) light howitzer, one bunker with an MMG, one weapons pit with twin MMGs – this is a linked weapon with a rate of fire of 12, and two flamethrowers in weapons pits. This resistance nest was manned by both regulars of the 1/726th Grenadier Regiment and veterans of the 1/916th Battalion. Half the free units being deployed in this nest (with the exception of the free Artillery Observer) should be Regular, the remainder being veterans. Write down which units are Regular and which units are Veteran.

US

The American player creates a 1,500-point list using the 'US Beach Assault' Reinforced platoon selector. The US player receives a Naval Forward Observer for free. All compulsory and infantry selections are Veteran. Landing craft are free and they are Regular. No Rangers may be taken in this list.

SET-UP

Set up terrain as shown on the scenario map. Divide the board into Deep (9" in depth) and Shallow water (6" in depth), beach (12" in depth) and grass areas (the rest of the table). First set up the bluffs. The bluffs (rugged rises) are classed as rough ground to infantry and impassable to artillery and all vehicles. Next place the shingle embankment. The embankment separates the beach area from the grassed area (top half of the board) and provides soft cover to units adjacent to it (the embankment needs to be between the unit and the enemy). Place roads and houses as shown.



Scenario 11: Fox Green Beach

FORTIFICATIONS

Place the anti-tank ditch as shown behind the embankment. Then place barbed wire. Place the minefield – two 6" sections wide placed between the bluffs on the left and the road on the right. Place casemates and bunkers. The scenario map displays the positioning and facing of these fortifications. Some were positioned on the bluffs. Then place Tobruk positions (blue circles), trench lines, weapon and gun pits (flamethrowers shown as red circles), and the Panzerstellung.

DEPLOYMENT

The German defenders deploy first. Deploy guns and weapon teams in appropriate fortifications as labelled on the scenario map.

The US player divides his force into two 750-point waves. The first wave can have compulsory, infantry, and headquarters units, along with a single DD Sherman. The second wave is made up of the rest of the US players army.

SPECIAL RULES

2ND WAVE

At the start of turn 2, place all 2nd wave transports 9" in from the attacker's short table edge, on the edge of the deep-water zone. This is done in the same way as deployment during turn one.

OUTFLANKING

There is no outflanking in this scenario.

PREPARATORY BOMBARDMENT

See page 131 of the *Bolt Action* rulebook. The attackers automatically get a preparatory bombardment.

DUG IN

See [here](#).

MINEFIELDS

See [here](#).

BARBED WIRE

See unit rules, [here](#).



Fallschirmjäger Medium Mortar Team

BUNKERS

See page 127 of the *Bolt Action* rulebook.

AMPHIBIOUS ASSAULT RULES

See [here](#).

AIR SUPREMACY

See [here](#).

WE'VE GOT THE NAVY ON THE HORN!

If a Naval Forward Observer is taken they may be given a Fire order to call in a barrage multiple times in this scenario. After the first Naval barrage has been concluded by the Naval Forward Observer he may call in another naval barrage on the following turn (not on the same turn the barrage was concluded). After the second barrage is concluded, the same process takes place. This continues until the end of the game.

OBJECTIVES

To gain a foothold in occupied France, the Big Red One must take out the resistance nests guarding the Normandy shore. The Germans must stop them on the shore line.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 9, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY!

Victory in this scenario comes down to occupation or destruction of the bunkers in resistance nests WN 61 and WN62. There are five objectives. The anti-tank bunker in WN61 (equipped with an 88mm gun), The Command and Observation bunker, the bunker equipped with a machine gun team, and the howitzer casemate in WN 62 are the other bunker objectives. The final objective is the crossroads marked on the map. To capture the bunker objectives a friendly unit must occupy a bunker at the end of a turn. When the US player captures a bunker place a token on its roof to shown that it is now in American hands. If the German retakes one of these bunkers remove the token, it is back in their hands. A destroyed bunker cannot be retaken by the German player and counts as being in US possession. To capture the crossroad objective the player must at the end of a turn have at least one infantry or artillery unit within 3" of the objective and no enemy units within 3" of it. The side that has the most objectives in their possession wins the game.



GIs of 4th Infantry Division debuss from their landing craft and onto the obstacle strewn beach

THE AFTERMATH

On landing on Fox Green, E and F companies lost one third of their men in the first few minutes of the landings. Many including Captain Wozenski made it to the shingle embankment where they were sniped at by the Germans continuously. Small numbers of supporting tanks came up to support the men and knocked out the 88mm in WN 61. At 0815hrs Colonel Taylor the 16th Regiment's commander motivated his troops forward with the line: "Two kinds of people are staying on this beach, the dead and those who are going to die – now let's get the hell out of here." Slowly fire was directed at the more exposed WN61 resistance nest. A Staff Sergeant Raymond Strojny took out WN61's 50mm gun with a well-placed bazooka shot, firing and loading on his own. The rest of WN61's bunkers were taken out by a brave assault by Lieutenant Jimmie Monteith who was posthumously awarded the Congressional Medal of Honor. With greater fire power being directed on WN62 by tanks and offshore destroyers, troops started working their way off the beach by first blowing breaches through the barbed wire and minefields and then working their way down the draw until they reached the Colleville exit where a fierce battle with the Germans ensued. At cost, the Germans were forced from the exit. By this time reinforcements were also moving up the draw from the 18th Regiment and the momentum was with the Americans. WN62 held out until noon when they were blasted into submission by additional tanks landing below them and further offshore bombardment. Fox Green had been cleared but at a heavy price. By afternoon E and F Companies had taken 75% casualties.



A Sherman tank provides cover for the US infantry trying to get off Omaha beach

SCENARIO 12: GET OFF THE BEACH!

0730hrs, June 6th. On board a K Company LCV in the 116th Regiment's second wave, a group of 29th Division commanders were waiting for the ramp to come down. On board were the 116th Regiment's commander Charles Canham and the division's assistant commander; Brigadier General Norman 'Dutch' Cota. As the Higgins boat neared the beach the bow suddenly reared up with a crash as it hit a beach obstacle. The obstacle had a mine attached but fortunately after spending months in the salty sea, the mine failed to detonate. The boat was hung up and soon under fire from machine guns, mortars, and autocannon. As the ramp fell three men were quickly hit, the rest jumped out and made for shore. Colonel Canham led the way, firing a BAR up at the bluffs as he advanced. When the BAR was destroyed by a stray bullet, he dumped that and pulled out his .45 pistol.

As they reached the beach, Cota, looking at the scene in front of him sighted olive drab figures taking refuge, pinned behind the seawall. After landing an hour ago, the first wave had not advanced beyond that point. The men there were dying slowly as mortar rounds exploded around them and machine gun bullets ricocheted off the wall. Cota wasted no time, making his way to the seawall he came up with a new plan. On hearing of the ineffectiveness of the first wave's frontal assaults on the fortified draws he decided attacking between the enemy's fortified positions then attacking the draws from the side or rear would be a more effective stratagem. They would use explosives to blast through the wire and minefields and clear the bluff ahead. Standing upright under fire, Cota took charge. Shocked by the vision of a General standing upright in the face of heavy fire, the men snapped out of their forlorn state. Immediately Cota talked them out of their fear, giving them personal orders, and leading the way himself. Inspired by his leadership they followed. Cota snapped out quick orders "You, with the BAR put some fire on that position up there." "You men, follow me!" Leading a group of men carrying Bangalore Torpedoes to the wire, Cota personally supervised the laying of the charges as men fell from sniper fire around him. With the wire blown, Cota was one of the first through as mortar

rounds landed around them. Cota and his group carefully made their way up the bluff avoiding mines as they went. When they reached the crest, they went about taking out the enemy positions. After gaining a foothold on the bluffs they began laying fire on the enemy positions around them, whittling them down until they were subdued or had fled. Thanks to Cota's courageous leadership, they got off the beach and out of the enemy's kill zone.

FORCES

GERMAN

The Germans have the following forces for free (all shown on scenario map):

WN 68

Two Panzerstellung with APX turrets, one Tobruk position manned with an MMG, one 50mm KwK 39 in a Vt600 position, and one 47mm PaK 181 (f) in a weapons pit. The gun crews of this resistance nest were from the 1/916 Grenadier Battalion, they are classed as Veteran units.

WN 70

Four Tobruk positions with an MMG, two Tobruk positions with 50mm mortars, one howitzer casemate with an 80mm FK 17 (t) light howitzer, one light howitzer in a gun pit, and one 20mm Flak 38 in a gun pit. This Resistance nest was manned by regulars of the 1/726th Grenadier Regiment and are classed as regular.

Along with the above forces the German player creates a 500-point reinforced platoon using the Omaha Beach Resistance Nest Reinforced Platoon selector. No artillery units can be taken. Fortifications for this scenario are preset so none are taken with the exception of trench lines, weapon pits, and gun pits which the German player can spend points on.

US

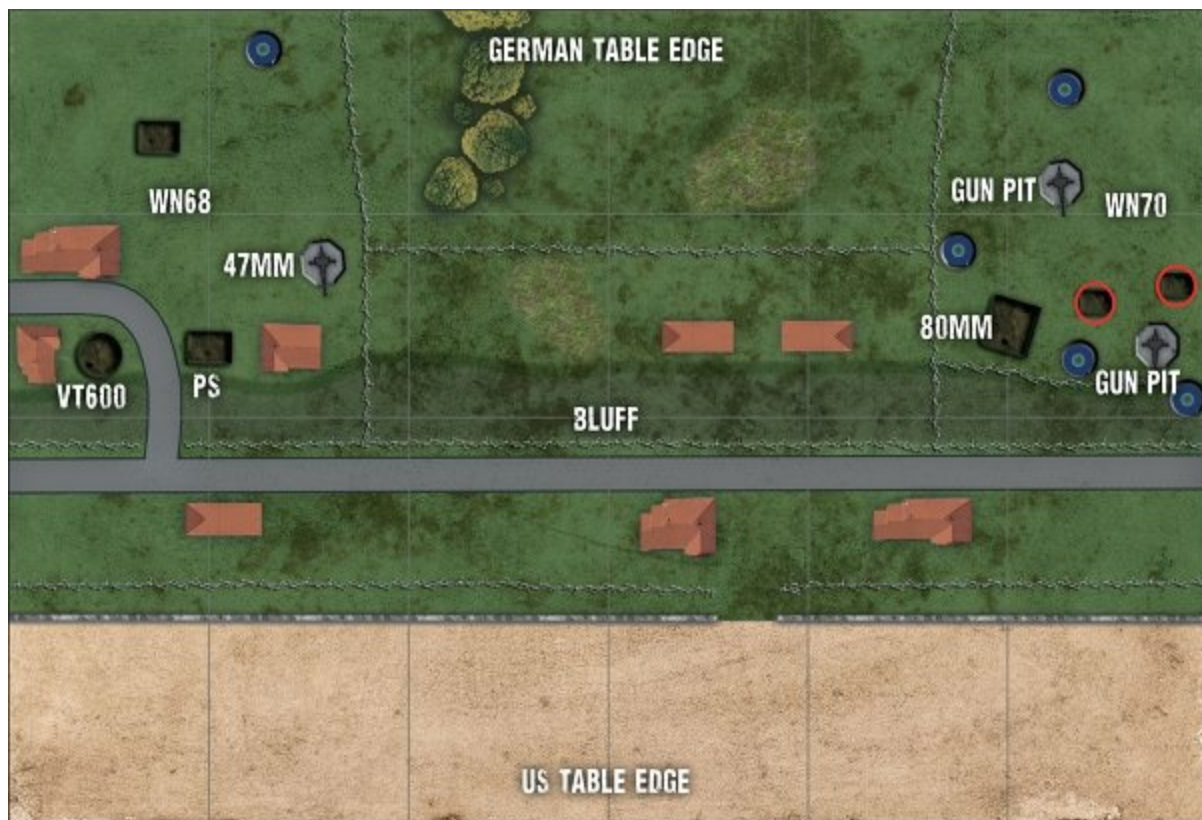
The US player creates two separate reinforced platoons for this scenario. Both using the 'US Beach Assault' Reinforced Platoon selector (see [here](#)). All selections with the exception of Rangers are Regular. The US force gets General 'Dutch' Cota for free (see [here](#)).

First Wave

The first wave, which is deployed on the table at the start of the game is a 500-point reinforced platoon made up entirely of Ad hoc infantry units (see [Ad hoc rules](#)), infantry weapon teams (e.g. bazookas, snipers, mortars, etc), and headquarters units. No Rangers can be taken.

Second Wave

The second wave is created by making a 1,000-point 'US Beach Assault' Reinforced Platoon (see [here](#)). Dutch Cota must be taken in the second wave (see [here](#)). Rangers may be taken in this wave.



Scenario 12: Get Off the Beach!

SET-UP

Set up terrain as shown on the scenario map. First set up the bluffs. The bluffs (rugged rises) are classed as rough ground to infantry and impassable to artillery and all vehicles. Place a sea wall as shown, 12" from the Attacker's long table edge. Place houses, areas of scrub (soft cover, rough ground) and the wood (soft

cover, rough ground) as displayed on the scenario map. Place beach obstacles along the beach. They are to be placed at least 4" apart. They can provide soft cover as long as enough of the units can get behind them. Shell craters may also be placed around the map.

FORTIFICATIONS

Place barbed wire around the two resistance nests, just behind the sea wall (from the attacker's perspective), in front of the bluffs and barbed wire connecting the two resistance nests approximately 14" to 15" from the defender's edge. WN 68 has two Panzerstellung, one Vt600 position, one gun pit, and one MG Tobruk (the blue circles). Set these fortifications as shown. WN 70 has one howitzer casemate, four MG Tobruks (blue circles), two Mortar Tobruks (red circles) and two gun pits. Place as displayed on the scenario map.

DEPLOYMENT

The German defenders deploy first. Deploy guns and weapon teams in appropriate fortifications as labelled on the scenario map. The defender then deploys the 500-point reinforced platoon. Half of this force must be in reserve. This may be the entire list if the defender chooses. Those units deployed on the table may be positioned in any trench lines, weapon pits, or gun pits selected in the list. These units may be deployed anywhere on the defender's side of the bluff. The US player deploys their first wave up against the sea wall on the beach side of it. The second wave advances onto the table from the attacker's edge during turn one. The attacker may have up to half of their second wave force in reserve.

SPECIAL RULES

SHELL SHOCKED

The first wave of the 116th Combat Regiment on Dog White and Dog Red have been shot up and are pinned down on the beach wall. Every unit in the first wave (500-pt list) starts the game with two pin markers.

OUTFLANKING

There is no outflanking in this scenario.

PREPARATORY BOMBARDMENT

See page p 131 of the *Bolt Action* rulebook. The attackers automatically get a preparatory bombardment.

DUG IN

The Germans in the scenario are deployed in trenches and weapons pits so use the *Dug In* special rules.

BARBED WIRE

See [here](#).

BUNKERS

See page 127 of the *Bolt Action* rulebook.

AMPHIBIOUS ASSAULT RULES

See [here](#).

AIR SUPREMACY

See [here](#).

WE'VE GOT THE NAVY ON THE HORN!

If a Naval Forward Observer is taken they may be given a *Fire* order more than once in this scenario. After the first Naval barrage has been concluded by the Naval Forward Observer he may call in another naval barrage on the following turn (not on the same turn the barrage was concluded). After the second barrage is concluded, the same process is takes place. This continues until the end of the game.

OBJECTIVES

General Dutch Cota must get his troops motivated and get them off the beach and moving inland. The Germans need to keep the Americans pinned down on the beach.

FIRST TURN

During the first turn the second wave advances onto the beach from the attacker's table edge. Note, that no order test is needed to bring on the second wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 7, roll a die. On a result of 1, 2, or 3 the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY

The victor of this scenario is determined by Victory Points (VPs). The US player receives two Victory Points for every unit they advance up to 12" from the Defender's table edge. German player receives one Victory Points for each US unit destroyed.



German Heer 75mm PaK 40 Anti-tank Gun

THE AFTERMATH

On clearing the bluff, Cota turned right down a road parallel to the beach making for the town of Vierville. Moving through the town he met elements of C Company, 116th and some Rangers from the 5th Battalion whom he directed to take the western end of the town against stiff resistance. On meeting Cota in Vierville the men of C Company fondly remember him twirling a pistol like a western gunslinger greeting them with “Where the hell have you been, boys?” In the meantime, the battleship USS *Texas* blasted German defences around the Vierville draw. After the guns fell silent, Cota’s group received fire from German defenders on the eastern side of the draw. After the plastering the shell-shocked Germans had received from the Navy this fire melted away quickly, the Americans capturing five of the German defenders. Cota used these prisoners to guide his men through minefields as they headed down the draw toward the beach. When Cota’s ragtag group made it to the beach, Cota went to work motivating men to get off the beach and move up the draw, directing the movement of troops and equipment. He did this while under constant rifle and machine fire from the high ground around the draw.

The movement of vehicles up the draw had been blocked due to a concrete barrier. Realising how important it was to get tanks and vehicles off the beach he quickly organised engineering teams and bulldozers/Sherman Dozers to blow a gap through it and to clear the rubble. He also got them to work on clearing mines and clearing anti-tank ditches. With ‘Dutch’ Cota behind them the American’s momentum was now unstoppable. The Vierville Draw was now open.



US soldiers of 29th Infantry Division swarm past knocked out German bunkers behind Omaha Beach

POINTE-DU-HOC



The battle for Pointe-du-Hoc is one of the most well known of D-Day. Faced with the difficult task of scaling a cliff face while under fire, the Rangers had the vital D-Day mission of neutralising a battery of coastal guns that threatened the Allied invasion fleets off both Utah and Omaha beaches. The assault up the cliff face, the location and destruction of the guns, and their subsequent resistance of determined German counter-attacks over the following two days would make the Rangers of 2nd Ranger Battalion a legend.

THE BATTERY

The Pointe-du-Hoc battery was a Heer (Germany Army) coastal artillery battery. Its purpose was to engage enemy ships within its range. The battery was equipped with six French-made 155mm (6.1") guns that were well regarded by the German Heer and Kriegsmarine. The guns were radar guided, linked to a nearby radar station by radio. The battery, the 2nd battery of the 832rd Army Coastal Artillery Battalion, was first deployed on the Pointe-du-Hoc site in May 1942 to protect the nearby port of Grandcamp-les-Bains. At first the battery was protected by earthen field fortifications until the Todt organisation was brought in to fortify the complex with concrete and steel fortifications in November 1942. The guns were fortified in the standard open kettle positions covered in camouflage netting. There were plans to reposition the guns in casemates. Only half of these casemates had been built by June 6th. The other half were still in foundation stage. By 1944, the battery complex was very heavily fortified with bunkers of all manner including H661 and H662 personnel bunkers, an H636A fire control bunker, H134 ammunition bunkers, and L409 Flak positions, all connected by communication trenches. The site was protected by Tobruk positions, machine gun pits, two 37mm flak cannons, thick layers of barbed wire, and minefields. By D-Day morning the site was covered in bomb and shell holes from months of air raids and the bombardment of warships on D-Day morning. Apart from the troops of the battery, troops of the Werfer Regiment 84 manned machine guns in the complex while troops from the 352nd Division were also in the immediate area.

THE PLAN

As plans for Operation *Neptune* were drawn up in 1943 and invasion beaches were selected, potential threats to the invasion and D-Day targets were being narrowed down. Along with coastal batteries like Ouistreham, Villerville, and Houlgate, Pointe-du-Hoc was singled out for destruction, particularly because of the range and destructive power of its guns which could reach both Utah and Omaha beaches. The plan called for:

- A long and sustained bombing campaign on the complex by medium bombers of the 9th Tactical Air Force.
- A combined bombing and naval bombardment of Pointe-du-Hoc, codenamed Operation *Flashlamp*, on the days prior to D-Day and on the morning of June 6th.
- An assault by elite infantry, at dawn, on D-Day.

At first the plan to assault Pointe-du-Hoc was merged with the American airborne landings. This called for a landward attack on the battery by paratroopers. When the planners concluded that this plan would not work because of the extensive fortifications on the landward side, they opted for a different approach. After months of deliberation they decided on a plan to attack the battery from the seaward side by scaling the cliffs there! The job was now given to the Rangers who were more suited to such an operation. Planning for the attack was under the direction of the Combined Operations Directorate which was also responsible for much of the specialised equipment designed and developed for the Pointe-du-Hoc operation. This included rocket propelled grappling hooks and DUKW amphibious trucks fitted with fire brigade ladders.

Companies D, F, and E of the 2nd Ranger Battalion were chosen for the operation which was to take place at the same time as the main American landings, 0630hrs, after a bombardment of the battery by the battleship USS *Texas*. Companies A and B of the 2nd Battalion and the 5th Ranger Battalion were supposed to be a reserve for the first wave if it succeeded. If it failed the 5th Rangers were to land on the Dog Green sector of Omaha beach. The first wave were to land on both sides of the cliff face surrounding the point. On first seeing the plan for the operation in Spring 1944, the 2nd Battalion's commander, Lt.

Colonel James Rudder, seriously thought someone was playing a joke on him.

THE BOMBING CAMPAIGN

The first phase of the plan to take out Pointe-du-Hoc began on April 25th, 1944, with A20 bombers of the 9th Air Force. The raid was successful destroying one of the guns, damaging two others and destroying two of the kettle gun positions. After just one raid the Germans decided to withdraw the rest of the battery to a safer location. On the night of April 25th and 26th the guns were moved to a sunken lane along a tree line about one and half kilometres south of the battery site. Back at the battery site, telegraph poles were placed in the gun pits to fool photo reconnaissance aircraft and Allied commanders into thinking the guns were still operational. The ploy worked and the raids keep coming in. Bombers raided the battery again on May 13th, 21st, 22nd, and June 4th, destroying much of the communication trenches. On June 5th and 6th heavy strategic bombers of the American 8th Air Force and RAF Bomber Command would drop an even greater tonnage of bombs. Prior to D-Day almost 400 tons of bombs were dropped on Pointe-du-Hoc. In combination with the bombs that would be dropped on D-Day morning, it was the most bombed target in Normandy. The raids had a considerable effect on the morale of the battery and reduced its manpower which had already been depleted by transfers of its personnel to the Russian front.



**The 2nd Rangers Scale the Cliffs by Howard Gerrard © Osprey Publishing.
Taken from Raid 1: *Rangers Lead the Way: Pointe-du-Hoc D-Day 1944***

THE ATTACK

At 0550 hours, on D-Day morning, the 14" guns of USS *Texas* began pounding the already blasted landscape of Pointe-du-Hoc. By the time its guns fell silent it had fired 250 rounds into its target. The bombardment was so powerful, it crumbled parts of the cliff face and destroyed most of the mines the Germans had hung from the cliff face to counter any attack. At 0630hrs the last bomber raid on the battery was conducted by nine B26 bombers dropping a further 16 tons of bombs. At 0530hrs the Rangers' LCAs (landing craft assault) began making their way to their objective. On the way one of the landing craft, LCA 860, was sunk after being swamped in the rough seas. A LCS (landing craft support) support vessel, which was to provide supporting fire also went down from the bow in the rough conditions. As they neared their objective, machine gun fire from the cliff face began raining down on the approaching Rangers. The motor boats attached to their group fired back with machine guns and autocannon. The destroyer USS *Talybont*, in response to the German fire, came in closer to the cliff face and unleashed 4" naval gun and anti-aircraft battery fire on the enemy positions. As the LCAs began to touch down at 0709hrs, 40 minutes behind schedule, the radio signal 'crowbar' was sent to the invasion fleet. On receiving the message, the destroyer USS *Satterlee* also came in to fire on the defenders.

On the way in Rudder changed the original plan, all three companies would land on the left flank of the point. The reserve wave on not receiving word they were needed at Pointe-du-Hoc, instead landed on Omaha beach. The Rangers landed on a narrow beach strewn with craters which was very hard to traverse. The Ranger teams tried using their rocket fired grappling hooks with mixed results. Some boats' grappling hooks failed to reach the cliff face at all, while others successfully deployed all of them. Only 19 of 54 were successfully launched. In areas where the cliff face had crumbled tall scaling ladders were deployed. Resistance from the mostly demoralised Germans was light, those that weren't taking shelter lobbed grenades blindly at the attackers from craters and trenches.

Scaling the cliff face was challenging even where there was little resistance as much of the equipment was water logged and heavy from the rough seas. As the attackers made it to the top of their climb, in small groups they began to make their way to their objectives. The site was so churned up by the months of bombardment that movement and visibility was restricted by piles of earth and debris. The Rangers while expecting some damage to the site by the pre-attack bombardment, were shocked by the utter devastation of the battery.

The first major point of determined resistance they came across was the observation bunker at the tip of Point-du-Hoc. A group of Germans remained in the bunker for a whole day. D Company advanced through the right flank of the complex, E Company advanced up the middle as they searched the gun pits and bunkers for the guns. The Rangers did this quickly and effectively, knocking out any opposition they came across. They quickly captured the gun pits and realised the guns weren't there.

D Company faced the toughest opposition in the fight as they took fire from a 37mm flak nest on the western edge of the battery. This flak position had avoided much of the carnage the rest of the complex had suffered due to its remote location away from the battery. This position became another tough point of resistance for the Rangers as the flak cannon and remnants of the battery laid heavy fire on the three western gun pits. D and E Company advanced all the way down to Grandcamp road, located south of the complex by 0815hrs. Meanwhile F Company scaled the cliff outside of the complex on the extreme left flank. They advanced through the anti-glider barriers and largely cleared minefield down to Grandcamp road, meeting minor resistance on the way. As these events unfolded, two Sergeants, Leonard Lomell and Jack Kuhn from D Company, discovered the hidden guns in the sunken lane. They were unmanned and unguarded. The two Sergeants went to work with two thermite grenades. They jammed them in the traverse mechanism and smashed the sights of a third gun. They then headed back to the company HQ to get some more grenades. Shortly after they left a five-man Ranger patrol from E Company, led by Sergeant Frank Rupinski also discovered the guns. They had enough grenades to finish the job. The Rangers had achieved their objectives. Now all that was left to do was wait for the cavalry to arrive.



US Rangers scale the cliffs at Pointe-du-Hoc

SCENARIO 13: POINTE-DU-HOC

FORCES

GERMANS

The Germans receive the following units for free: Three MMGs in weapon pits, one 37mm Flak 36 in a gun pit, and two Tobruk positions with MMGs. The Germans also receive two unmanned howitzer casemates and five gun pits (these are the objectives and are shown in red on the scenario map). On top of these two forces the Germans are to create two separate reinforced platoons of 300 points each. The first reinforced platoon will start on the table and is to be entirely made up of Ad hoc infantry squads (See [Ad hoc rules](#)) infantry weapon teams (e.g. MMGs, mortars, etc), and headquarters units from the '[Omaha Resistance Nest](#)' Reinforced Platoon. The second reinforced platoon will be the reserve force representing the 9/726th. This 300-point force can only be made up of compulsory, headquarters, or infantry selections from the '[Omaha Resistance Nest](#)' Reinforced Platoon.



Scenario 13: Pointe-du-Hoc

US

The US player creates a 1,000-point list using the 'US Beach Assault' Reinforced Platoon (see [here](#)). All infantry squads in this list must be Ranger squads. The only infantry weapon teams that can be taken are mortar, sniper, and bazooka selections. No artillery, tanks, or transport units are to be taken.

SET-UP

Set up the road from the bottom centre of the map that travels up 32" then takes a hair pin turn to the right 15" across the table from there. The majority of the table is a barren landscape pock marked by bomb and shell craters, with dirt and debris scattered everywhere. These bomb craters destroyed and collapsed trench systems of the complex, shattered the gun pits and kicked up so much dirt that some Germans were trapped in some of the personnel bunkers, unable to open bunker doors packed in by piles of dirt and debris.

FORTIFICATIONS

Place casemates, personnel bunkers, Tobruk positions, and gun and weapons pits as displayed on the scenario map. Much of the trench systems shown on the map would have been destroyed by bombardment. Much of the barbed wire shown on the map would have been gapped by bombs and shells.

DEPLOYMENT

The German player is the defender. They place all free machine guns and 37mm flak cannon in the appropriate fortifications mentioned above and shown on the scenario map. Deploy the Ad hoc 300-point reinforced platoon in any unmanned fortification (trenches, gun pits, bunkers etc). The reserve 300-point list is held in reserve. Units from this force start rolling to come on from reserve from turn 3.

The US player places units from their force on the beach adjacent to one of the nine positions on the map displaying an X. Set any other US units aside. They will come on when the deployed units have moved up the cliff face.



German Heer Forward Observer Team

SPECIAL RULES

OUTFLANKING

There is no outflanking in this scenario.

DEMORALISED

Pointe-du-Hoc was so heavily bombed and shelled on D-Day morning that it caused many of the German troops that manned the complex to abandon it. Those that remained were shaken by the intensity of the attacks. All German units on the table start the game with a pin marker.

SCALING THE CLIFF

To scale the cliff face of Pointe-du-Hoc a unit must be given a *Run* order. The unit is then placed on top of the cliff directly in front of the position they occupied on the beach. They end their movement there. Any unit that was set aside rather than deployed at the start of the game is then placed where the scaling unit had been on the beach, filling their old position. Ranger squads may use their “Rangers lead the way!” special rule to scale the cliff prior to the first turn.

PREPARATORY BOMBARDMENT

See page 131 of the *Bolt Action* rulebook. The attackers automatically get a preparatory bombardment.

DUG IN

The Germans in the scenario are deployed in trenches and weapons pits so use the *Dug In* special rules.

BARBED WIRE

See [here](#).

BUNKERS

See page 127 of the *Bolt Action* rulebook.

AIR SUPREMACY

See [here](#).

WE'VE GOT THE NAVY ON THE HORN!

If a Naval Forward Observer is taken they may be given a *Fire* order more than once in this scenario. After the first Naval barrage has been concluded by the Naval Forward Observer he may call in another naval barrage on the following turn (not on the same turn the barrage was concluded.) After the second barrage is concluded, the same process is takes place. This continues until the end of the game.

OBJECTIVES

The objective of Lt Col Rudder and his Rangers is to find and destroy the 155mm guns that threaten both Utah and Omaha beaches. The German player must defend Pointe-du-Hoc and protect the guns. The objectives are shown as red circles on the scenario map.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 6, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY!

The US player wins the game if they inspect all seven gun positions and then – after all gun positions have been inspected (gun positions must be inspected first) – they advance a unit off the defender's table edge. This represents a unit leaving the battery to find and destroy the guns. To inspect a gun position the US player needs to have one of their units in the position at the end of a turn with no enemies within the position. If this is achieved place a token on the gun position to show this position has been inspected. Once a token has been placed, it cannot be removed by the German player. If the US player fails to achieve any of the above objectives the German player wins.



German Heer 120mm Heavy Mortar

THE AFTERMATH

The cavalry took two days to arrive. While a German machine gun to the east of the battery harassed the Rangers all morning (it was destroyed by destroyer fire in the afternoon) Captain Otto Mansy, commander of F Company, led an attack on the western flak position. It was to no avail, they were beaten back by small arms and flak cannon fire. In the meantime, Lt Colonel Rudder went to work establishing radio contact with USS *Texas*. The Rangers and their naval forward observer were having trouble with their radios. They resorted to using a German radio in one of the casemates which worked. In a case of friendly fire, the cruiser HMS *Glasgow* fired on the casemate they were in scoring a direct hit. The hit killed two of the four men inside the bunker, wounded another, and concussed Rudder who had already been shot in the thigh that morning. The establishment of radio communication would prove vital to the Rangers. Throughout the course of D-Day, Pointe-du-Hoc was under fire from German batteries at WN 83 and WN 84 firing 100mm and 155mm guns of Czech and French manufacture. The bombardments were called in by the 726th Grenadier Regiment which now closed in on the battery.

The first German counter-attack against the Ranger's defensive line was made by elements of two German companies of the III/726th Grenadier Regiment advancing from St. Pierre-du-Mont on the Rangers' eastern flank. Supported by MG42 fire the attack was broken up. An indecisive firefight went on for an hour after the attack had been beaten back. Scattered fights continued throughout the rest of D-Day, the most serious of which was an attack in the late afternoon on the Rangers' western flank by a company of the 914th GR (Grenadier Regiment) and a company of the 726th. Accurate mortar fire was decisive in forcing the Germans to retreat.

Running low on ammunition the Rangers began collecting captured German weapons and ammunition. The Germans were planning to attack again in the early evening. This was delayed a few times by off-shore destroyer fire on the German positions. The first night attack finally got underway at 2330hrs. The Germans snuck up close to the Rangers' defensive line, then when they were

ready to advance German officers signalled the attack by blowing whistles, a bloody point-blank skirmish broke out which cost the Rangers dearly in casualties. The Germans retreated but came back again an hour and a half later. The second attack began with machine gun and mortar fire. The attackers again were able to sneak to within 50 metres before being discovered in the darkness. The attack penetrated the Rangers' defensive line forcing a retreat. Following the same pattern, a third attack took place at 0300hrs pushing the heavily outnumbered Ranger's back again, this time all the way back to the battery's perimeter. Under the weight of these attacks, the Rangers were reduced to 90 fighting men out of their original 225 men. The troops of 914 GR kept pushing the attack until daylight when Allied warships began targeting the Germans again. Skirmishes continued while the Americans brought up Lewis guns from the landing craft on the beach to bolster their defensive line. Rudder finally dealt with the Germans in the observation bunker by the placement of explosives against the bunker door which blew off as the explosives detonated. The Germans inside surrendered. Meanwhile a lieutenant named Vermeer led a patrol behind the German lines to blow up an ammo dump the Germans were using to supply the 37mm gun that had been harassing the Americans since the initial assault. With stealth the patrol managed to get to the ammo dump and blow it up with Bangalore torpedoes.

Due to the carnage at Vierville and a lack information of the situation at Pointe-du-Hoc a relief force did not start making its way to Pointe-du-Hoc until the morning of June 7th. This force was also reduced in size, bringing less Ranger companies and tanks. The relief column's advance on Pointe-du-Hoc was rapid, using Shermans of the 743rd Tank Battalion to smash their way through. The relief force was within one km of the battery by 1100hrs. As they approached Pointe-du-Hoc they came under German artillery fire. The naval forward observer with the column called in a fire mission on the German batteries. The guns of USS *Texas* were able to silence both of the Maisy batteries (WN 83 and WN 84). The relief force was still halted as it fought the 914th GR blocking its way. In the early afternoon an officer came to the relief force's HQ with a false rumour that the beach head at Vierville had been overrun by German Panzers. Much of the relief force went back to Vierville even though the events were proven to be false.

The final push on Pointe-du-Hoc began on the morning of June 8th following a preliminary naval bombardment. All three battalions of the 116th Regiment, 29th Division attacked with companies from both the 5th and 2nd Ranger Battalions supported by 16 Shermans. At around 1100hrs the relief force broke through to the Rangers at Pointe-du-Hoc. Lt. Colonel Rudder and his exhausted men breathed a sigh of relief. At 1135hrs Colonel Canham, commander of the 116th Regiment sent the signal, Pointe-du-Hoc had been secured.



GOLD BEACH

Prior to the landing of the 50th Division on Gold Beach, Group G of the Allied invasion fleet had the task of clearing the seas off Gold beach and destroying the batteries that supported the beach defences. In the bombardment preceding the 0730hrs landing at high tide, the British bombardment group consisting of the British cruisers *Ajax*, *Argonaut*, *Emerald*, and *Orion*, the gunboat *Flores*, and 13 destroyers took on the German batteries behind the beach defences in a gun duel. In this they were partially successful, but not successful enough to knock them out completely. On the other hand, the prelanding aerial bombardment had achieved poor results with the beach defences remaining largely intact. In Le Hamel, stubborn pockets of German resistance endured until they were finally subdued after 3pm.

The veteran 50th 'Tyne and Tees' Infantry Division landed between Le Hamel and La Riviere at 0730hrs in two sectors Jig and King. 47 Royal Marine Commando would land on Jig beach at 0930hrs. The D-Day objectives of the troops landing on Gold were to first link up with the Americans on Omaha, capture the important port of Port-en-Bessin, take Bayeux, a road network hub that would allow the Allies access to the Normandy hinterland, and cut the road between Bayeux and Caen. At Jig sector on the British right flank, the 1st Hampshires, 2nd Devonshires, and 1st Dorsetshires of the 231st Brigade landed under heavy fire and for a little while were pinned down on the beach. Their supporting tanks, Shermans of the Sherwood Rangers and Sherman crabs of the Westminster Dragoons, Churchill AVREs and Crocodiles of the 6th Assault Regiment, and Centaurs of the Royal Marines Armoured Support group, arrived late due to the rough conditions. When they did land, they were hit hard from the German 716th Division's anti-tank and artillery fire, but got the infantry moving again as they blasted enemy pillboxes from point blank range.

In King sector, units of the 69th Brigade landed at 0737hrs under heavy fire. In the first waves were companies of the 6th and 7th Green Howards and the 5th Yorkshire Regiment, veterans of Gazala and El Alamein. Supporting the 69th were DD Sherman tanks of the 4th/7th Dragoon Guards and tanks from the 6th Assault Regiment of the 79th Armoured Division. The first waves hitting the beach faced a deadly crossfire. The tank crews also suffered from the accurate fire of a casemated 88mm gun firing across the beach from La Riviere.

The 88 was soon dealt with by a well-placed shot from a Churchill AVRE. Troops of the 5th Yorkshire Regiment soon cleared La Riviere with the help of DD Shermans from the 4th/7th Dragoon Guards.



British infantry take cover behind a Sherman tank

Both brigades fought their way off the beach with the help of the AVREs which pulverised strong points with their 290mm mortars. Their advance was constantly delayed by new lines of defence and new strongpoints that had to be dealt with. At one such strongpoint Sergeant Stan Hollis of the 6th Green Howards single-handedly took out two pillboxes at the battery position at Mont Fleury. For his gallant effort Hollis was awarded the only Victoria Cross of D-Day. In the meantime, No. 47 RM Commando after taking heavy casualties on the way to the beach (five of its landing craft were sunk, one of which carried their commanding officer who caught up with the commandos later in the day,

they lost much of their weapons and equipment and had to replace them with German weapons) made for their objective, Port-en-Bessin. Port-en-Bessin was the port the Allies planned to connect their PLUTO underwater fuel pipeline to. After moving off the beach – the RM Commando's progress was slowed by minefields, snipers, and machine gun positions. They weren't able to reach Port-en-Bessin until the following day.

TOP SECRET

CSM STAN HOLLIS, VC

By D-Day, Stan Hollis had already fought in Dunkirk, North Africa and Sicily, and had been promoted to Company Sergeant Major in the 4th Battalion, Green Howards. He and his men were part of the attack on Gold Beach, and it was in the fighting there that he would become the only soldier on D-Day to be awarded the Victoria Cross, the highest award for valour in the face of the enemy. As his unit came across a pair of enemy pillboxes, he charged the first. Using his Sten gun and grenades, he cleared both of them, single-handedly taking 26 prisoners. Later that day, after taking a house that had been sheltering enemy artillery, he realized that two of his men had been trapped in there and left behind. Turning to his commander, he said 'I took them in, I will try to get them out'. Again, using grenades and gunfire, he was able to distract the enemy long enough for the trapped men to escape.

CSM STAN HOLLIS VC

Cost	+85pts
Team	He is not a team, but instead may be added to one of your Regular Infantry sections, replacing their normal NCO, for the cost listed above
Weapons	Sten submachine gun
Special Rules	- First Lieutenant: Though he is a sergeant major, he gets the +2 Morale bonus of a first lieutenant. - Fearless Charge: When his unit charges into close quarters, the target unit may never react, regardless of the range of the charge.

The 151st Brigade also landed and advanced on Bayeux. In their way was *Kampfgruppe* Meyer whose men and assault guns barred their progress. Though the 50th Division fought hard against some stubborn resistance they were unable to reach their D-Day objectives. By midnight all of the 50th Division had landed, as had much of the 7th Armoured Division. The British now had firm lodgement in France.

GOLD BEACH AND *BOLT ACTION*

SCENARIOS

To recreate the battle for Gold Beach on the table top use the Gold Beach scenario on p 54–55 of *Battleground Europe*.

REINFORCED PLATOON AND UNITS

When constructing a Gold Beach themed list use the [British/Canadian Beach Assault Reinforced Platoon](#) on of this book. Use the units from this book and from the *Armies of Great Britain* supplement.

GOLD BEACH: THE SOLDIER'S STORY

T. TATESON, GREEN HOWARDS

“The assault landing craft held about 30 men tightly packed. They were low-lying flattish boats and we were seated so that our heads were below the level of the gunwale. We were ordered to keep our heads down as we approached the coast to avoid enemy fire, however our landing craft was disabled by some underwater mine or obstacle and became impossible to steer. One of the other boats was brought alongside and although it was already fully loaded with a similar number of men, we had to clamber aboard and abandon our boat. We were now exposed to enemy fire as well as being grossly overloaded.”

SERGEANT H. M. KELLER, 2ND DEVONSHIRES

“When we were about 200 yards from our landing point, I could see heavy machine gun bullets cutting up the sand and making a noise like a huge swarm of bees. I thought my god we’re going to be slaughtered. Then we were on the beach and the ramp was down and I do not know why but the firing stopped. Had it not done so I had my eye on a huge crater in the sand in front of a pillbox. I’m coming down the ramp, I spotted our company commander staggering about with blood streaming down his face.”

SERGEANT BELLOWS, 1ST HAMPSHIRE

“I said we were in deep water and were stuck on an obstacle. The ship officer said it was only 4 feet 6 deep. He had his way and ordered the vehicle to disembark. I ordered all the men to get on the turrets of the tanks and on the trailer of the bulldozer. The first tank went off and went to the left. The water was deep, only the top of the turret and exhaust were showing and two men clinging on for dear life. The other tank went to the right, he foundered, he went deeper. Next to go was the armoured bulldozer it went down the ramp fouled the chain of the ramp and capsized, pulling the trailer which broke from

the bulldozer and floated on its side. The left-hand tank got ashore, the other didn't. The bulldozer never stood a chance. Some of the men still clung to the trailer and were okay, quite a few died."

T. TATESON, GREEN HOWARDS

"The beach was in a state of organised chaos with tanks, guns, jeeps, trucks, personal carriers and every type of vehicle, some of which had been hit and knocked out. The heather or grass off the beach was burning, and clouds of smoke prevented a view of what lay beyond. Wounded men including some Germans were sitting on the top of the beach and stretcher bearers were carrying others down to the boats from which we had landed. We walked along the top of the beach to reach our intended landing place which was the road leading inland from La Riviere to Ver-sur-Mer."

T. TATESON, GREEN HOWARDS

"Without warning a salvo of gunfire landed right in the middle of the troops to our immediate left, followed by a second shortly afterwards. From messages being passed on the radio I learnt no one knew who was responsible, except that it was coming from behind us. When a third salvo descended with the most enormous crack my signal training deserted me and I sent the unauthorised message: 'Stop this bloody barrage!' By complete coincidence, but to the flattery of my ego, the firing ceased. We later learnt it came from the navy lying offshore, who did not realise we had advanced so far."

ANONYMOUS GERMAN SOLDAT

"Right in the middle of this turmoil, I got orders to go with my car for a reconnaissance towards the coast. With a few infantrymen I reported to a lieutenant. His orders were to retake a village nearby. While he was still talking to me, to explain the position, a British tank came rolling towards us from behind, from a direction we had not even suspected the presence of the enemy. The enemy tank immediately opened fire on us. Resistance was out of the question. I saw how a group of Polish infantrymen went over to the enemy, carrying their machine guns and waving their arms. The officer and I hid in the brush. When

we tried to get through to our lines in the evening, British paratroops caught us. At first, I was rather depressed of course, I an old soldier a prisoner of war after a few hours of invasion, but when I saw the materiel behind the enemy front I could only say: 'Old man how lucky you have been.'

JUNO BEACH



The hard-fighting Canadians' landing on Juno beach would make the deepest penetration of the day into occupied France. Juno beach stretched from Graye-sur-Mer to Saint-Aubin-sur-Mer in between the Gold and Sword beachheads. The landing was made by the 3rd Canadian Division commanded by Major General Rodney Keller. Supporting the division were the 2nd Canadian Armoured Brigade and the funnies of the 1st Assault Brigade, 79th Armoured Division. The Juno sector was divided into Mike and Nan sectors. Mike sector was divided into Green and Red beaches. On Mike Green and Red, at the right flank of the assault, the Royal Winnipeg Rifles would land facing Graye-sur-Mer and the outskirts of Courseulles-sur-Mer, into the jaws of Resistance Nest 31 (WN 31). To their left were the Royal Regina Rifles landing on Nan Green, in a frontal assault on WN 29 and Courseulles-sur-Mer. WN 29 was the toughest strongpoint in the Juno sector, bristling with two light howitzers, an 88mm anti-tank gun and multiple Tobruk emplacements. Supporting these assaults, centred around Courseulles-sur-Mer, were the DD tanks of the 6th Canadian Armoured Regiment and the follow up Battalion of the Canadian Scottish Regiment. On the Canadians' left flank were the landings at Bernières-sur-Mer and Saint-Aubin-sur-Mer on Nan White and Red Beaches, spearheaded by the Queen's Own Rifles and the North Shore Regiment. The area here was defended by WN 27 and WN 28 respectively. The first waves were to be supported by the 10th Canadian Armoured Regiment and the French Canadian Le Regiment de la Chaudiere. Supporting the Canadians all along Juno beach were the 'funnies'. The flail tanks of the 22nd Dragoons and Westminster Dragoons, and squadrons from the 5th Assault Regiment landing in Churchill AVREs. Centaurs from the Royal Marine Armoured Support Regiment also supported the landings.

Again, the preliminary air and naval bombardments were as ineffective as they had been on Gold and Omaha, with the vast majority of German positions still intact. As the landing craft headed for the beaches the bombardment of the German positions continued. Destroyers and close artillery support vessels provided fire support. This included rocket firing landing craft and M7 Priests of the Royal Canadian Artillery which fired over the bows of their landing craft as they moved closer to shore. They continued to support the infantry as they

advanced inland. The landing craft were launched eleven kilometres out from the beach in very rough weather. Launching this close in meant they didn't face the extreme navigational problems the Americans did. A problem they did face were the beach obstacles. Landing at 0745hrs on Mike and Nan Green beaches and 0755hrs on Nan White and Red meant that the beach obstacles were mostly submerged. The obstacles would wreak havoc on the landing craft, with 30% of the total landing craft used on Juno either damaged or destroyed by beach obstacles. Landing at high tide did have its advantages. The higher tide meant the infantry would need to traverse less ground before they reached cover.

With the rough seas creating havoc it was decided that the DD tanks would be launched closer to shore from about 500 to 2,000 metres out rather 5,000 metres out as originally planned. The result was that the DD tanks would arrive later than the first wave, and the tanks landing on the beach via landing craft.

The DD Shermans did not arrive early as planned and much of first wave landed without tank support. The first tanks to land were Sherman tanks rather than the specialised armour which generally arrived late. As the Canadians landed, they were surprised by the deadliness of the Germans' enfilade fire due to the positioning of the bunkers. This flanking fire caused heavy casualties in the first minutes of the landings. With the abundance of tank support the Canadians did eventually get they would soon overwhelm these positions and move inland. The Royal Winnipeg Rifles spent the first few minutes of their assault without tank support, and suffered dreadfully from German fire sweeping the beach. The Canadians did manage to overwhelm the German defences and rapidly move inland.

At WN 29, Shermans battered German gun positions at close range with their 75mm shells hitting the German guns through their firing slits. After taking deadly fire on the exposed shore the Royal Regina Rifles overwhelmed WN 29 and headed into Courselles-sur-Mer where tough and bitter street fighting ensued for possession of the town which lasted until early afternoon.

At Bernières-sur-Mer the Queen's Own Rifles landed in front of WN 28, a strongpoint that was bristling with machine gun and mortar Tobruk pits. Again, in the first few minutes casualties were heavy as they covered the 200 metres to the sea wall. Casualties for some companies were as high as 50%. From the sea wall they were able to infiltrate the enemy positions and take out the

strongpoints one by one. The situation improved drastically when tank support finally arrived. Bernières-sur-Mer was soon taken after a fierce fight. By 0830hrs the Canadians were moving inland.

At 0845 the 48 RM Commandos landed on Nan Red beach. With the beach still under fire only 50% of the commandos were initially able to fight their way off the beach. Those that cleared the beach began to make their way to their objective; the strongpoint WN 26 at Langrune-sur-Mer. When the commandos neared WN 26 naval gunfire from the destroyer *Vigilant* hit the bunker complex to little effect. As the commandos approached, they were fired on by the defenders as they worked their way through a minefield. On reaching WN 26 they found their way blocked by a 4' thick concrete wall. Royal Marine Centaurs joined the attack, destroying a German machine gun pillbox, but they were unable to breach the wall. The commandos also tried explosives, but this also failed. The RM Commandos would not break through to their objective until the following morning.

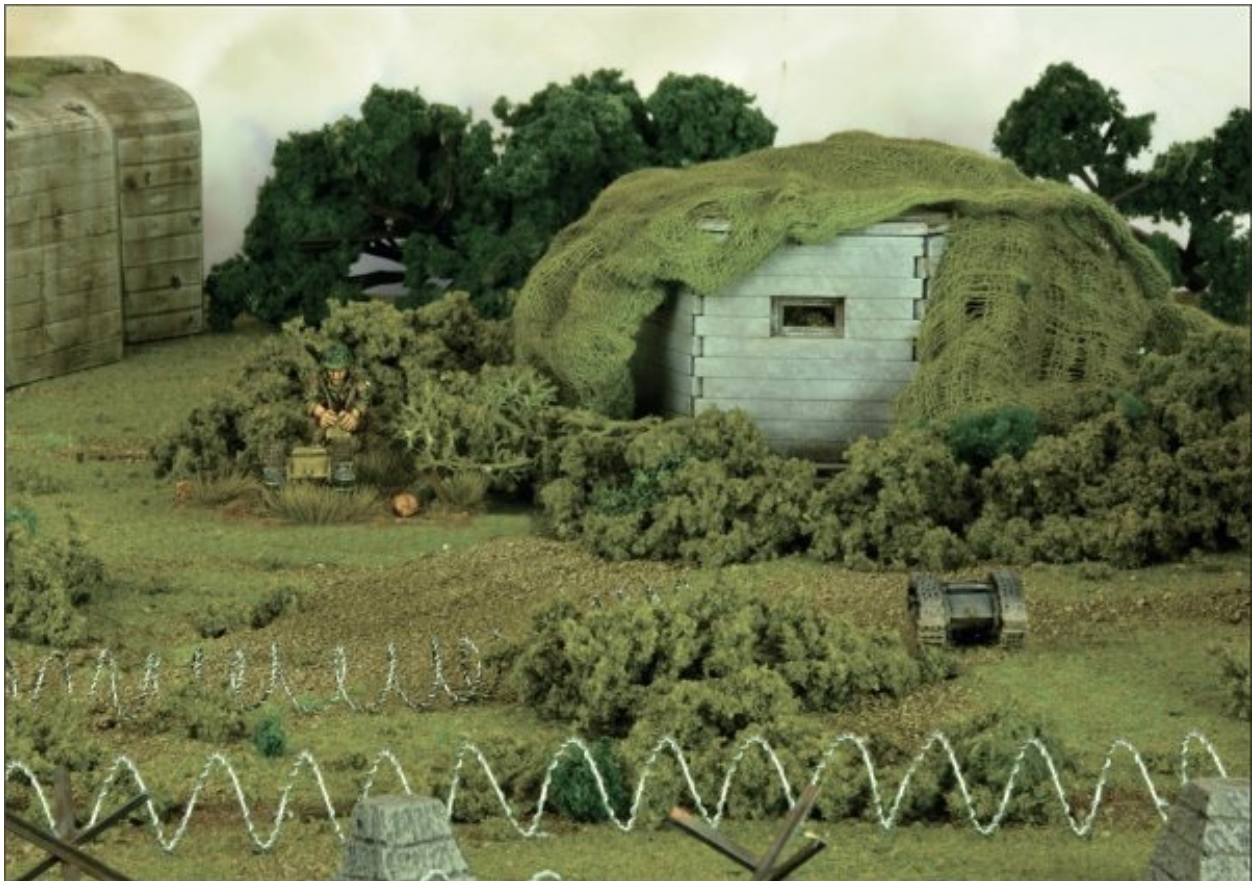
By the end of D-Day the 3rd Canadian Division had a firm beachhead in Normandy. They had linked up with the 50th Division at Gold Beach but could not reach their objective at the Carpiquet aerodrome near Caen and could not cut the Bayeux-Caen road. The Juno and Sword beachheads also failed to link up thanks largely to the counter-attack by the 21st Panzer Division in the afternoon, but also due to the stalled advance of the RM Commandos. Still, the landings at Juno were a triumph, as men and materiel poured onto Juno beach. It was a far cry from the disaster the Canadians had suffered at Dieppe two years earlier.



British Army MMG Team

FIELDING CANADIANS IN D-DAY BATTLES

Canadian troops fighting in Western Europe gained a reputation as tough and aggressive assault troops and this was never more demonstrated than in their baptism of fire on the beaches of Juno. The Canadians faced some of the toughest resistance of the day but overcame and pushed far inland. This reputation was further cemented in the vicious fighting against Waffen-SS troops in the days following D-Day and in their conduct during Operations *Charwood* and *Windsor*. To reflect this, it is recommended that players using Canadians choose Tough as Boots as their 'national characteristic' special rule.



A German Pionier sends a remote-controlled Goliath tracked mine into action

SCENARIO 14: FRONTAL ASSAULT ON WN 29

As the men of A Company, Royal Regina Rifles were readying themselves for landing they were heartened to see Sherman tanks ahead of them on the beach firing away at the German defences. As the men left their landing craft into the breaking surf they soon became engulfed in German fire. They moved onto the beach in front of the guns of WN29 which were blazing away at them and the tanks. The men made a dash across the open beach for whatever cover they could find as the enemy crossfire made them pay dearly. The Shermans moved forward to engage the bunkers at point blank range.

FORCES

GERMANS

The German force is pre-set for this scenario and is as follows (all shown on scenario map):

WN 29: One anti-tank bunker with a PaK 43 inside, two howitzer casemates with light howitzers. One PaK 38 in an anti-tank bunker, one 50mm KwK 39 in a Vt600 position, one Panzerstellung, one camouflaged Goliath bunker with a Goliath team equipped with three Goliaths, four Tobruk positions with MMGs, one Tobruk position with a medium mortar, an anti-tank ditch, and the barbed wire sections displayed on the scenario map. The gun crews of this resistance nest were from the 1/736nd Grenadier Battalion and are classed as inexperienced units.

CANADIANS

The Canadian player creates a 1,500-point list using the [British/Canadian Beach Assault Reinforced Platoon](#). Landing craft are free (they are Regular). No Commando or Veteran units may be taken in this list.

SET-UP

Set up terrain as shown on the scenario map. It is played long table edge to long table edge. Divide the board into Deep (9" in depth) and Shallow water areas (6" in depth) and beach area which for the Gold, Juno, and Sword beaches is a smaller area because the British and Canadians landed an hour later on the high tide. It is 6" in depth. Place the sea wall beyond the beach, 21" in from the attacker's table edge. The rest of the table is an area of sand which is also rough ground. Going from short table edge to short table edge is a road which starts 1" in from the left short table edge and ends 4" in from the right table edge. Place shell/bomb craters around the map.

FORTIFICATIONS

Place fortifications as shown on the scenario map. In front of the three central Tobruk MMG positions are two barbed wire sections that wrap around the sides of the Tobruks. Situated behind WN 29 is an anti-tank ditch that starts behind the howitzer casemate of the left side of the map and continues to the right short table edge.

DEPLOYMENT

The German defenders deploy first. Deploy guns and weapon teams in appropriate fortifications as labelled on the scenario map. The two light howitzers are placed in the howitzer casemates and the 50mm guns are placed in the central H669 bunker and the Vt600 position.

The Canadian attacker divides their force into two 750-point waves. The first wave may have DD Shermans, infantry, and headquarters units. The second wave is made up of the rest of the Canadian player's force.

SPECIAL RULES

OPEN FIRING SLITS

If tanks firing on howitzer casemates roll a 6 to hit they score a direct hit on the casemate. Resolve damage in the same way damage from HE weapons is resolved on units in buildings.

2ND WAVE

At the start of turn 2, place all 2nd wave transports 9" in from the attacker's short table edge, on the edge of the deep-water zone. This is done in the same way as deployment during turn one.

OUTFLANKING

There is no outflanking in this scenario.

PREPARATORY BOMBARDMENT

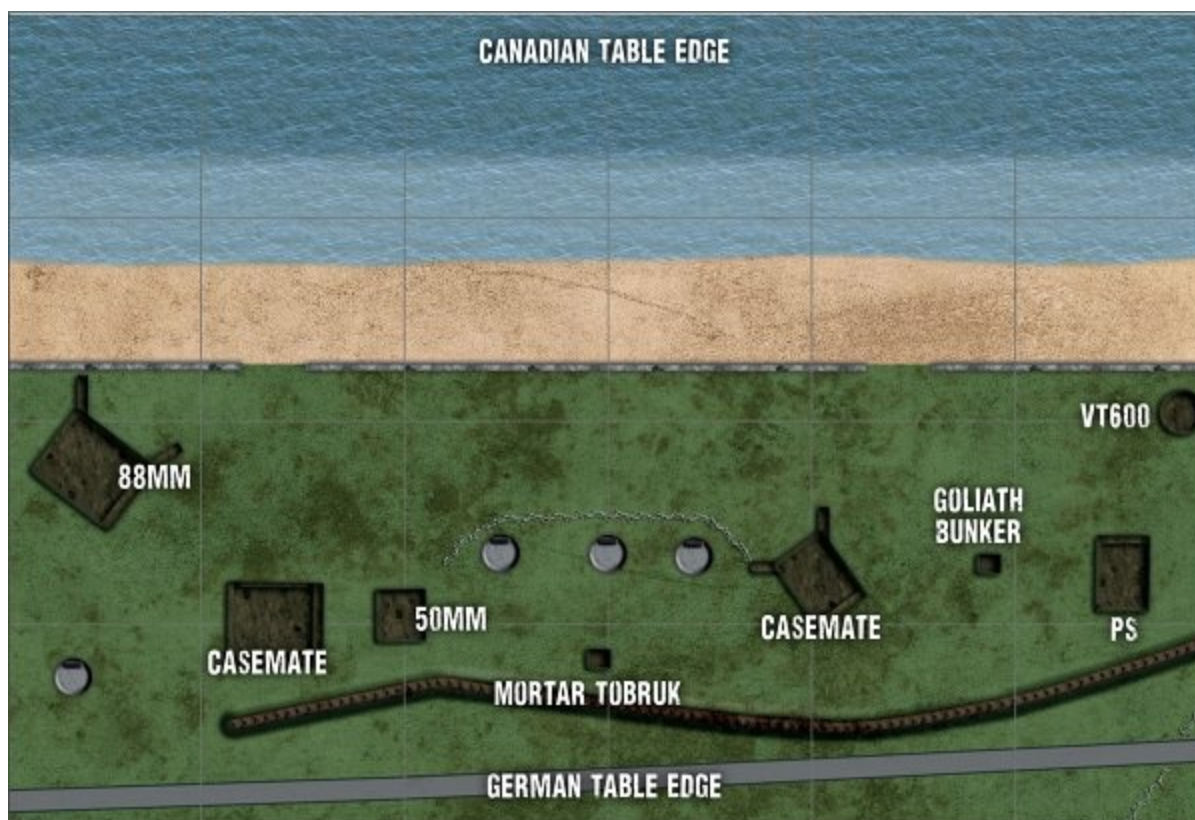
See page 131 of the *Bolt Action* rulebook. The attackers automatically get a preparatory bombardment.

DUG IN

The Germans in the scenario can be deployed in trenches, weapons pits, gun pits, and Tobruk positions so use the *Dug In* special rules.

BARBED WIRE

See [here](#).



Scenario 14: Frontal Assault on WN 29

BUNKERS.

See page 127 of the *Bolt Action* rulebook.

AIR SUPREMACY

See [here](#).

AMPHIBIOUS ASSAULT RULES

See [here](#) with the following modification to the beach obstacle rules: Beach obstacles are now set 10" apart instead of 12" apart for this scenario.

WE'VE GOT THE NAVY ON THE HORN!

If a Naval Forward Observer is taken they may be given a *Fire* order more than once in this scenario. After the first Naval barrage has been concluded by the Naval Forward Observer he may call in another naval barrage on the following turn (not on the same turn the barrage was concluded). After the second barrage

is concluded, the same process is takes place. This continues until the end of the game.



Canadians of the Regina Rifles assault the German defences

OBJECTIVE

The Canadians need to destroy or capture the bunkers of Resistance Nest 29, so they can advance into Courseulles-sur-Mer and take it. The German defenders must stop the Canadians on the beaches.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8, roll a die. On a result of 1, 2, or 3 the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY!

The Canadian's win if at the end of the game they have destroyed or captured at least four of the six bunkers (two AT bunkers, two casemates, Panzerstellung, and Goliath bunker) deployed on the table. If by the end of the game the

Canadians do not take or destroy four of the objectives, the German player wins the game.

THE AFTERMATH

A and B companies of the Royal Regina Rifles landed in the kill zone of WN 29 which protected the entrance to Courseulles-sur-Mer. The resistance nest was armed with a balance of both anti-tank and personal weaponry which included an 88mm positioned to fire down the beach. It was fortunate for the infantry landing on Nan Green that morning that Shermans of B squadron, 6th Canadian Armoured Regiment had already got ashore and suppressed the defences, otherwise the landing may have been a blood bath. The Shermans advanced on the pillboxes engaging them at close range. From that range they were able to fire their 75mm rounds through the bigger firing embrasures of the artillery bunkers. The Germans for their part resisted doggedly. One of the German 75mm guns had fired around 200 shells before it was knocked out by a Sherman. As the Shermans took out or suppressed the German positions the emboldened infantry, moved forward through the mortar and shell fire to close with the bunkers. By the time Hobart's 'funnies' arrived 40 minutes behind schedule WN 29 had been subdued. The Regina Rifles still had a tough time ahead of them as they fought their way into Courseulles. The soldiers of the 736th GR put up a stiff resistance in its defence, but with the help of their overwhelming firepower the Canadians battled through the town by early afternoon. By the end of the day the Regina Rifles had advanced 8km into occupied France.



British Army 17pdr Anti-tank Gun

SWORD BEACH



Sword beach had two of the most vital objectives of D-Day. The first was to link up with the 6th Airborne Division holding the vital bridges over the Caen Canal and Orne river, securing the invasion's left flank. The second was of strategic importance, the primary objective of D-Day; the capture of Caen. The British could not advance into the flat tank country beyond Caen toward Paris without first securing the city. The Division assigned to this vital role was none other than General Sir Bernard Montgomery's old division, the British 3rd Division. The 3rd Division would land on one section of Sword beach codenamed Queen, hitting the beach on a narrow front. On this narrow front the initial assault would be carried out by a single Brigade (8th Brigade) supported by a force of tanks, the 1st Special Service Brigade (Commandos), and 41 RM Commando. This initial assault would then be followed by the division's other two brigades (185th and 9th Brigade) that would push on to Caen.

The area on which the landing would take place was the flattest of the invasion beaches. Bordering the beach was a thin strip of houses going all the way to the port of Ouistreham where it widens into a harbour town. Behind the beach was a flooded area which threatened to slow down the progress of the British advance on the first vital day. Along Sword beach were a number of resistance nests that dominated the area. The strongest of these nests was WN 20; labelled 'Cod' by the British. Cod was situated in the middle of Queen beach. It was a formidable strongpoint that had four anti-tank guns including an 88mm PaK 43. At Lion-sur-Mer WN 21 was equipped with a light howitzer and two 50mm anti-tank guns, this was the target of No. 41 RM Commando.

At Ouistreham lay the threat of a six-gun battery of 155mm guns protected by WN 10. This was the objective of No. 4 Commando. A detachment of French commandos led by Major Philippe Kieffer were to take on WN 10 while the rest of No. 4 Commando took out the guns. Inland from the beach were another four resistance nests supplemented by anti-tank emplacements and machine gun nests guarding the road to Caen and the bridges.

The same pattern formed on Sword that had on most of the other beaches. Bad weather and an ineffectual preliminary bombardment from the air force and navy. The battleships *Warspite* and *Ramillies* bombarded the coastal batteries at Villerville, Houlgate, and Benerville while the cruisers *Arethusa*, *Danae*, *Dragon*,

Frobisher, Mauritius, and Scylla attempted to soften up the shore defences. Their bombardments would improve in effectiveness later in the day when there were observers on the ground guiding their fire. Adding weight to the Navy's bombardment were rocket-firing transports and the self-propelled guns of the division's artillery regiments firing as their transports neared the shore. The spearhead of the attack, the assault companies of the 1st Battalion, South Lancashires on Queen White and the 2nd Battalion, East Yorkshire Regiment on Queen Red landed in unison with the DD Shermans of the 13th/18th Royal Hussars and the specialised armour of the Westminster Dragoons (Sherman crabs) and 5th Assault Regiment (AVREs) at 0725hrs. The Royal Hussars launched 34 Shermans of which all but two made it to the beach. Recovering from the earth-shattering bombardment the German defenders (736th GR) of strongpoint Cod resisted the attackers for three hours inflicting heavy casualties on both British regiments that converged around the strongpoint as Shermans and Churchills battered the bunkers of the complex. After hours of brutal fighting a company of the East Yorkshires infiltrated the German defences through the surrounding houses and worked their way to the rear of the complex. Surrounded, strongpoint Cod was subdued. The now delayed 3rd Division pressed inland to take on the Germans' next line of strongpoints.

While the 3rd Division cleared the Germans out of their beach strongholds No. 4 Commando landing after the assault waves on the extreme left of Queen Red, had to fight their way off the beach to get to their objective; the battery at Riva Bella. Fighting their way through the streets of Ouistreham they approached the bunker complex from the west. Two troops of French commandos attacked the casino strongpoint (WN 10) while the rest of No. 4 Commando attacked the battery from the rear. As the attack of the French commandos stalled, their commander Major Kieffer under German fire found a Royal Marine Centaur which he led to the Casino bunker. The firepower of the Centaur soon swung the momentum of the battle to the commandos' favour, the strongpoint was soon overwhelmed. To the east No. 4 Commando attacked the battery through minefields, acres of barbed wire and the German trench systems and pillboxes. After bitter fighting they reached the guns only to find the open gun pits empty. As had been the case for the battery at Pointe-du-Hoc, it had received so much attention from Allied bombers prior to D-Day that the

guns were removed from the complex. On assessing the situation, the commandos withdrew to join the rest of the 1st Special Service Brigade which was now pressing on to Pegasus Bridge.

Landing at around 0900hrs on Queen Red beach, Brigadier Lord Lovat (Sir Simon Fraser) organised his brigade for the push to Pegasus Bridge. On hearing the airborne were successful in capturing the bridges, the commandos were eager to push on to the embattled Red Devils. Lovat ordered No. 6 Commando to lead the way. The commandos' passage to the bridges was hard fought, they battled through enemy strongpoints, were under constant sniper, machine gun, and mortar fire and took out an artillery battery surrounded by machine gun emplacements on the way. As they approached the bridge Lord Lovat's piper, Bill Millin, played old highland tunes that filled the air. Major Howard's Paras on Pegasus Bridge, under mortar and sniper fire, thought they were cracking up when they first heard the faint sound of bagpipes through the noise of battle. As the music grew louder and the commandos approached them, smiles stretched across the Red Devils' blackened faces as they realised their relief had come. When the commandos arrived the exhausted paras exchanged embraces with them, relieved at their arrival. Lovat and Howard greeted each other, then Lovat apologised for being late. The time was 1302hrs: the commandos were two and a half minutes late.

Landing on the western edge of Queen White were No. 41 RM Commando who were tasked to destroy the 'Trout' resistance nest (WN 21) and take a chateau in the village of Lion-sur-Mer west of La Breche (Queen White beach). The RM Commandos were also to link up with the rest of the 4th Special Service Brigade on Juno. The commandos found Trout deserted, the chateau on the other hand resisted stubbornly and cost the two troops attacking it dearly, taking out a troop commander and several brave officers. Faced with this resistance No. 41 RM Commando could not link up with the 4th Special Service Brigade by the end of the day. With the 3rd pushing inland and the commandos securing the bridges, the British had created a firm and expanding beachhead. It was now time to push on to Caen.

SCENARIO 15: QUEEN RED BEACH

Vera Lynn's voice echoed out across the sea as she sang '*Roll out the Barrel*'. The speakers of a motor launch blared out the music as Private McDowall's LCA made its run in to the beach. The music kept the men's minds off what lay ahead. Some sang along. To McDowell the music seemed a dark joke for even though he had never seen combat he knew that very soon the jovial music would end where the chattering of machine gun fire would begin. McDowall peeked over the bow, they were getting close and the muzzle flashes of German guns ashore could be seen followed by exploding pools of water surging skyward as spray showered the men. McDowall's stomach began to churn as a combination of nerves and seasickness shot through his body. With 50 metres to go 'Banger', the CO, began reciting Shakespeare's Henry V "Once more unto the breach, dear friends, once more; or close the wall up with our English dead." McDowall forgetting how dreadful he felt managed a smile and felt his spirits lift. The Major, knowing they were about to land at the village of La Breche, literally 'the breach' in English, could not resist the opportunity the situation brought.

Bullets were now pinging off the LCA's hull. McDowall's attention snapped to the situation at hand, the boat grounded and the Major bellowed "Come on chaps! Let's give 'em hell!" The LCA's doors swung open and the men began filing out into a growing crescendo of machine gun fire. McDowell jumped into the water, his feet landing on slippery small smooth stones, the water up to his chest. The sea around him kicked up in little splashes as bullets slapped the surface. He pushed his body forward through the surf, on the beach he could see a scene of chaos with packed landing craft and tanks all over the beach. The thunder of battle was ear shattering: explosions, the blast of tank cannon, and the sound of battleship rounds flying overhead. As he neared the shore a nearby tank hit by antitank fire, blazed away then exploded as its ammunition ignited. Now ashore McDowell made for cover. As he ran toward the sea wall a mortar round exploded to his left, in a flash and blur he felt his feet leave the ground and his body pull away...

FORCES

GERMAN

The Germans get the following units for free:

- One anti-tank bunker equipped with a PaK 43 anti-tank gun. (Inexperienced).
- One anti-tank bunker equipped with a PaK 38 anti-tank gun. (Inexperienced).
- Two Vt 600 positions with 50mm KwK 39 anti- tank guns. (Inexperienced).
- One gun pit with a PaK 38 anti-tank gun. (Inexperienced).
- Two Tobruk positions with MMGs. (Inexperienced).
- One Panzerstellung. (Inexperienced).
- One weapons pit with a medium mortar and spotter. (Inexperienced).
- Nine barbed wire sections.
- One minefield.
- All the trench lines shown on the scenario map are also free.

Along with the above forces the German player creates a 300-pt reinforced platoon using the '[Resistance Nest](#)' [Reinforced Platoon](#) No artillery units can be taken, and no tanks, tank destroyers and assault guns. Fortifications for this scenario are pre-set so none are taken in the 300-pt list.

BRITISH

The British player creates a 1,500-point list using the [British/Canadian Beach Assault Reinforced platoon selector](#). Landing craft are free (Regular.) The British player also receives a free DD Sherman.

SET-UP

Set up terrain as shown on the scenario map. This scenario is played from short edge to short edge. Divide the board into Deep (9" in depth) and Shallow water area (6" in depth) and beach area which is 6" in depth. The rest of the table is covered in grass. Position roads as show in a grid system, the area closest to the defender's edge is staggered. Next place houses. The houses placed next to the fortifications labelled with the letter F are fortified (see [special rules](#)). Place crops in the staggered sections of the map (closer to the defender's edge). Place flooded areas positioned close to the defender's edge. Finally place shell craters. They can be placed as shown or placed randomly.



Scenario 15: Red Queen Beach

FORTIFICATIONS

Set up fortifications and beach obstacles as shown on the scenario map (MG Tobruks are blue circles).

DEPLOYMENT

The German defender deploys the units of their 300-point list in the blue area 24" from the attacker's table edge ending another 24" back from that point. They may choose to have up to half of their 300-point force in reserve.

The British attacker divides their force into two 750-point waves. The first wave may be made up of infantry, but no Commandos, headquarters selections, DD Shermans, Sherman Vs, AVREs, Sherman Dozers, and Centaurs. The second wave can be made up of the rest of the British player's force.



British Snipers

SPECIAL RULES

2ND WAVE

At the start of turn 2, place all 2nd wave transports 9" in from the attacker's short table edge, on the edge of the deep-water zone. This is done in the same way as deployment during turn one.

OUTFLANKING

There is no outflanking in this scenario.

PREPARATORY BOMBARDMENT

See page 131 of the *Bolt Action* rulebook. The attackers automatically get a preparatory bombardment.

DUG IN

The Germans in the scenario can be deployed in trenches, weapons pits, gun pits, and Tobruk positions, so use the *Dug In* special rules.

MINEFIELDS

Minefields special rules are located on.

BARBED WIRE

See [here](#).



German troops attempt to throw the English invaders back into the sea

BUNKERS

See page 127 of the *Bolt Action* rulebook. The fortified houses are treated as bunkers but they are at a -3 to hit instead of -4 to hit from small arms fire.

AIR SUPREMACY

See [here](#).

WE'VE GOT THE NAVY ON THE HORN!

If a Naval Forward Observer is taken, they may be given a *Fire* order more than once in this scenario. After the first Naval barrage has been concluded by the Forward Naval Observer, he may call in another naval barrage on the following turn (not on the same turn the barrage was concluded). After the second barrage is concluded, the same process is takes place. This continues until the end of the game.

OBJECTIVE

The troops of the British 3rd Division must first clear the beach area of enemy

fortified guns, then they must push inland toward their objective of Caen. The Germans must protect their guns and hold the British in place.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 9, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.



British 3rd Division drive off the beach and on towards Caen

VICTORY!

This scenario is decided by Victory Points. Before the British can earn any Victory Points, they must destroy the units inside the two anti-tank bunkers and the two 50mm anti-tank guns inside the Vt600 positions. Once they have achieved this, they can score Victory Points for each unit they have moved off the defender's table edge. The British player cannot move any units off the table until the above-mentioned units have been destroyed. The British player receives

three Victory Points for each unit moved off the defender's table edge. The German player receives one Victory Points for each British unit they destroy. If one side score two more Victory Points than their opponent they win the game. If this has not been achieved by either side the game is a draw.

THE FIRST SPECIAL SERVICE BRIGADE

The 1st Special Service Brigade was made up of some of the most battle-hardened commandos of the war. Over the four years prior to D-Day the green-bereted Army Commandos had created a storied legacy with operations like the St Nazaire Raid, the Norwegian raids on the Lofoten Islands and Vaagso, and in their support of the Allied operations in the Mediterranean, Western Europe, and the Far East. The 1st Special Service Brigade would add another chapter to their story on D-Day.

In November 1943, the commandos saw a restructuring of their organisation. Prior to this restructuring the various commandos of around 400 men fought independently under the command of a Special Service Brigade Headquarters. The commandos would now be brought together into brigade units of four commandos under the command of the Headquarters, Special Services Group, led by a Major General. Each commando now had a HQ group, five fighting troops, and one heavy weapons troop to provide fire support. There was a total of four of these 'Special Service' Brigades, 1st through 4th. The 1st and 4th Brigades were assigned pivotal roles in the D-Day landings while the 2nd and 3rd Special Service Brigades saw service in Italy and the Far East respectively. Eventually the brigades were renamed Commando Brigades due to the stigma and confusion their abbreviated name (SS Brigade) caused.

The First Special Service Brigade had some of the most experienced men in the British army, including its commander, Lord Lovat, who had won the Distinguished Service Order at Dieppe. It was made up of No 3, 4, and 6 Commandos and 45 Royal Marine Commando. Commandos 3, 4, and 6 were some of the founding commando units formed in June 1940.

Many of the commandos who became legends during the war were original members of No.3 Commando. The eccentric Jack Churchill, John Dunford-Slater, and Peter Young all joined No. 3 Commando in 1940. Before D-Day the commando had seen action in the early raids along the French coast, the Lofoten

Island and Vaagso raids in Norway, and the Dieppe raid. After being transferred to North Africa in April 1943 No. 3 Commando took part in the tough fighting in Sicily and Italy including the hard-fought battle of Termoli. Not long after Termoli, No. 3 Commando was sent to England to form up with the newly established First Special Service Brigade and prepare for the invasion of Normandy.

No.4 Commando first saw action in February 1941 during the Lofoten Island raids in Norway. In the following August they took part in the Dieppe raid under Lord Lovat's command. In a raid full of disasters No. 4 Commando achieved their objective with relatively light losses. In April 1944, two months before the invasion, two French troops from No. 10 (Inter-Allied) Commando led by Major Philippe Kieffer were attached to No. 4 Commando.

After taking part in a few small-scale early war raids, No. 6 Commando had its first large scale operation in November 1942, landing with American troops in Algeria in Operation *Torch*. They later took part in the tough fighting in Tunisia, in early 1943. No. 6 Commando took heavy casualties and at one point were fighting the elite German Fallschirmjäger in northern Tunisia.

No. 45 Royal Marine Commando was a new unit formed just prior to the formation of the First Special Service Brigade. Before the formation of the new commando the men of the No. 45 RMC were the Royal Marines of the 5th Royal Marine Battalion. The 5th had previously taken part in operations in Dakar, in 1940. After being transformed into a commando unit, No. 45 RMC undertook the gruelling Commando Basic Training Course at Achnacarry, Scotland where live ammunition was used and many men didn't survive the training program.

The First Special Service Brigade, along with the British 6th Airborne Division, were the most effective in achieving their D-Day objectives. While the rest of the Brigade moved to relieve the bridges over the Orne and the Caen Canal, No 4. Commando, led by Lt Colonel Dawson and the two French troops took their objectives in Ouistreham. On reaching the bridges, the commandos went about reinforcing the perimeter established by the 6th Airborne. From D+1 the commandos, airborne, and some troops from the 51st Highland Division held the line against fierce German counter-attacks centred around the town of Breville. On June 12th a stray British shell struck Brigadier Fraser's

(Lord Lovat) HQ. Lovat received what looked to be a mortal wound. He survived but would never see active service again. Colonel Derrick Mills-Roberts took over command of the brigade. The 1st Special Service Brigade would hold their positions until August 17th when the Allies achieved a breakout and the Germans retreated. The Brigade was withdrawn from the line and sent back to England in early September.

The 1st Special Service Brigade would return to the front line in December as the 1st Commando Brigade. By this time No. 4 Commando was replaced by No. 46 RMC. The Brigade would play an important part in breaching Germany's last major obstacle, the Rhine, forging a bridgehead across with the help of DD Shermans. The 1st Commando Brigade would also conduct two more river crossings across the Weser and Elbe before the German surrender in May. On 4 May 1945, Field Marshal Erhard Milch and all of the German troops under his command surrendered to Brigadier Mills-Roberts and the 1st Commando Brigade. The brigade had, prior to Milch's surrender, liberated the Bergen-Belsen concentration camp. Mills-Roberts was so disgusted by what he had witnessed at the concentration camp that when Milch handed Mills-Roberts his Field Marshal's baton the Brigadier preceded to smash the baton down on Milch's head, breaking it, then grabbed a champagne bottle and repeatedly beat the Field Marshal with it, fracturing his skull.

The end of the war spelt the end for the 1st Commando Brigade and the Army Commandos. The Army Commandos were disbanded in 1946, their role taken over by the Royal Marine Commandos. The Army Commandos' legacy lives on in the multitude of special forces that can trace their lineage to the Army Commandos of World War Two.



On to Caen! With the beaches secure British troops head inland

SCENARIO 16: OUISTREHAM

0849hrs. No. 4 Commando fights its way through the back streets of Ouistreham toward the rear of their objective; the six-gun battery facing the sea at the Riva-Bella beach front. Their way is guided by the 17-metre high fire control bunker that dominated the Ouistreham skyline. In the meantime, Major Kieffer and his French troops, having fought their way through Ouistreham, and were in position on the edge of the open ground in front of the bunker complex they were to take out. The complex, WN 10, bristled with 50mm guns, flak positions and machine gun nests, concrete bunkers, and trench systems. Kieffer, ignoring the sharp pain from his shrapnel wound, looked over the open ground ahead of him. He had no option but to go straight across it if he was to achieve his objective. He raised his arm then lowered it rapidly, gesturing the advance. The Frenchmen moved forward, firing as they went. After getting over their initial surprise the Germans replied in kind bringing their firepower to bear on the attackers. As the French neared the bunkers the German fire intensified and French casualties began to mount. The light weaponry of the commandos had little effect on the defender's bunkers as PIAT rounds fired at the embrasures exploded harmlessly on the casino strongpoint's exterior. The unaffected machine gunners mowed down the PIAT teams in response. As his men fell around him and their advance ground to a halt, Kieffer could see the attack was stalling...



British Airborne Light Mortar Team

FORCES

GERMANS

The Germans take the following for free:

- Four Panzerstellung with APX turrets.
- One Vt600 position with a 50mm KwK 39 gun.
- one Vt600 SK casemate with a 50mm KwK 39 gun.
- One bunker.
- One anti-tank bunker with a PaK 40.
- Two Tobruk positions with MMGs.
- One gun pit with a 20mm Flak 38.
- Six empty gun pits.
- One Casino strongpoint. A multi-roomed fortified building with a PaK 38 on the bottom floor and a 37mm Flak 36 on the roof in a gun pit.
- One Command and Observation bunker. Historically this was a multi-levelled fire control bunker towering over the battery. This will be referred to as the fire control bunker but can be used in the same way as a Command and Observation bunker.
- Nine anti-tank ditch strips.
- 17 strips of barbed wire.

All of the above units are Inexperienced.

Along with the above forces the German player creates a 500pt reinforced platoon using the [‘Resistance Nest’ Reinforced Platoon](#). No artillery units can be taken as well as and no tanks, tank destroyers, and assault guns. Fortifications for this scenario are pre-set so none are taken in the 500pt list. Weapons teams taken must be inexperienced, with the exception of snipers.

COMMANDOS

The British player creates a 1,500pt list with two reinforced platoons of 750pts each, created from the ‘British Beach Assault’ Reinforced platoon. One represents the French Commandos of the No. 10 Inter-Allied Commando which took on the Casino strongpoint, the other reinforced platoon represents elements of No. 4 Commando which attacked the six-gun heavy artillery battery located on the coastline in Ouistreham harbour. Infantry squads are to be made up entirely of Commandos in both platoons and no tanks or transports are to be taken. The French Commando platoon is to have two free units: [Major Kieffer](#) and a Royal Marine Centaur tank. The tank is rated Regular.

SET-UP

First set up roads as displayed on the scenario map. Next set up the buildings. Buildings labelled with the letter F are fortified buildings. Also place shell and bomb craters around the map.



Scenario 16: Ouistreham

FORTIFICATIONS

Deploy fortifications as shown on the scenario map. First deploy the anti-tank ditch, then the barbed wire and finally gun pits, bunkers, trench lines and positions (blue circles for MG Tobruks). The Vt600 SK position should be facing inland (south) as it was designed to take shots on a tank's side and rear as it passed. The anti-tank bunker equipped with the PaK 40 is facing north toward the sea.

DEPLOYMENT

GERMANS

The German defenders deploy first. Place units being deployed in bunkers, then deploy the 500-point list created for this scenario. They can be deployed in any trench line, bunker, fortified house or the casino strong point (rooms not occupied by the PaK 38)

COMMANDOS

The Commandos are not deployed on the table. They come on in the first wave from the positions highlighted on the map for both of the Commandos reinforced platoons. The French Commandos come on from the top half of the left short table edge. The No. 4 Commando troops come on from the bottom long table edge, up to 18" in from the left short table edge. Both Commando reinforced platoons can have up to half of their units in reserve. They come on from the same position their reinforced platoon came on from. The Centaur tank is in reserve.

SPECIAL RULES

OUTFLANKING

There is no outflanking in this scenario.

SURPRISE

All German units start the game with one pin marker. In addition, the British player receives the first order die.

DUG IN

The Germans in the scenario can be deployed in trenches, weapons pits, gun pits and Tobruk positions, so use the *Dug In* special rules.

ANTI-TANK DITCH

See fortification unit rules, [here](#).

BARBED WIRE

See fortification rules, [here](#).

BUNKERS

See page 127 of the *Bolt Action* rulebook. The fortified houses are treated as bunkers, but they are at a -3 to hit instead of -4 to hit from small arms fire.

AIR SUPREMACY

See [here](#).

THE CASINO STRONGPOINT

The casino strongpoint is a large fortified building with multiple rooms. It can only be entered through doorways, never windows.

OBJECTIVE

The commandos' mission is to destroy the heavy artillery battery located in Ouistreham. In order to achieve this mission, they first must take out the casino strongpoint, then investigate German gun positions. The fire control bunker must also be captured. The Germans must defend the battery and foil the commandos' plans.

FIRST TURN

The game commences. Commando forces come on in the first wave. Note that no order test is required to bring units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 9, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.

VICTORY

To win the game the commandos must achieve two of the following three objectives:

- Capture or destroy the Casino strongpoint. To capture the casino strongpoint the commandos must have at least one unit inside the strongpoint and no enemy units inside it at the end of a turn. If the commandos capture the strongpoint, place a token to show it is in Allied hands. If the Germans retake the strongpoint simply remove the token.

- The commandos must investigate at least three of the six heavy artillery gun pits. To investigate the gun pits a unit must end their turn inside a gun pit with no enemy units inside the gun pit. Place a token to show this has been achieved.
- Capture two floors of the fire control bunker (Command and Observation bunker).
- If at the end of the game at least two of the above objectives have been completed by the commandos, they win the game, otherwise the Germans win the battle.



Major Keiffer leads the commandos into action

THE FIGHTING INLAND



“The future of Germany may well rest on your shoulders. If we don’t throw the British back into the sea, we shall have lost the war.”

General Marcks speaking to Colonel Oppeln prior to the 21st Panzer Division’s counter-attack on the Sword Beachhead.

Allied strategy for D-Day had always been influenced by the threat of counter-attack by the powerful panzer divisions. This was especially the case for the British forces which had the deadly 21st Panzer Division stationed just up the road in Caen. Thankfully for General Miles Dempsey, the commander of the British Second Army, by early afternoon no concerted counter-attack by the 21st Panzer Division had yet materialised. This allowed the British to gather strength for when the attack did come. The Germans best hope to drive the British into the sea on D-Day was the 21st Panzer Division. If the invasion could not be stopped on the first day, the Allied quantitative superiority in men and materiel and air and naval power would see the prospect of destroying the Allied beachhead increasingly diminish.

Prior to 1000hrs on D-Day the commander of the 21st Panzer Division, Major General Edgar Feuchtinger, had not received any operational orders. He had only received orders that he was now under the direct command of General Marcks (84th Corps commander). At 1000hrs Marcks ordered the 21st Panzer to attack the British forces now advancing toward Caen from Sword beach. Feuchtinger by this time had committed much of his forces against the 6th Airborne on the eastern side of the Orne, he now had to disengage his forces, reorganise them and send them around the Caen Canal. In the meantime, they would have to move through streams of refugees on the roads and face the fury of rocket-firing typhoon fighter bombers. The 21st Panzer would not be in a position to attack until late afternoon.

Confusion continued to reign up and down the German command structure. Communications were severely affected by air and naval bombardment and the multitude of resistance attacks on German targets. The Seventh Army did not receive word of the British landings for an hour and a half after the landings had taken place. They didn’t know about the Utah landings until 1100hrs, by which time the Americans were moving inland in large numbers.

Further up the chain of command, doubt and delay thwarted any chance of

getting more panzers to the front line on D-Day. At the OKW (Supreme Command of the Armed Forces) the effectiveness of the Allied deception plans was illustrated by the belief there that the landings were nothing more than a feint and that a landing in the Pas-de-Calais would be the main thrust into western Europe. Jodl continued to refuse to release the panzer reserve after both Rommel and Rundstedt had made appeals for him to do so. After Hitler woke up at around 1000hrs, he was brought up to speed on the situation. He agreed with Jodl and Keitel at OKW that until the picture was clearer the panzer reserves should not be committed to Normandy. Further reports on the situation in Normandy flowed into Hitler's HQ in the remaining morning hours. Hitler's deputy Chief of Operations, General Warlimont passed on the events from the front to Hitler. After thinking over the events during lunch, Hitler allowed the release of two panzer divisions to be despatched to Normandy, the 12th SS Panzer Division 'Hitlerjugend' and the elite Panzer Lehr Division. These divisions were already fuelled and ready for the order to move which they did not receive until 1600hrs. The 12th SS, in particular, had been on alert from the early morning hours after receiving telephone calls about the airborne drops. At 0500hrs they had begun concentrating around the town of Lisieux in eastern Normandy within striking distance of the beaches. Had they received their orders much earlier they may well have played a part in the battle of the beaches on D-Day. The Allies themselves had expected the 12th SS to arrive at the front on D-Day afternoon.

Without the immediate threat of counter-attack from elite panzer formations the Americans went about expanding their beachheads, bringing more men and materiel ashore, and on Utah linking up with the airborne divisions in the interior. Further inland American paratroopers were fighting to hold their hard-won objectives or fighting to stay alive until they were reached by relieving forces.



A USAAF P-51 Mustang strafes a German AA column

THE 21ST PANZER DIVISION

The history of the 21st Panzer Division is really a history of two separate divisions with the same name, fighting in two different stages of the war. Both though, played an important part in the history of the Second World War. The first 21st Panzer was formed in the summer of 1941 from the 5th Light Division in North Africa. As part of the German Afrika Korps under Rommel, the 21st Panzer Division became an important part of the Afrika Korps' legend from its first battle at El Agheila through to Gazala and El Alamein ending in its demise in Tunisia.

The second 21st Division was formed in France in June of 1943, a month after its destruction in Tunisia. At first it was equipped with obsolete French tanks, but by the time of D-Day it was an overstrength division numbering 17,000 men and 104 panzers most of which were the most updated version of the Panzer IV. The division also had a weird and wonderful mix of captured French halftracks and French/German hybrid vehicles created by the mechanical engineer and artillery officer Alfred Becker. These vehicles included self-propelled guns with French chassis and German 75mm, 105mm, and 150mm guns, flame-throwing French Char B1s, and multiple mortar launchers attached to French halftracks that fired 20 mortar bombs at once to deadly effect.

On D-Day the division was hamstrung by Hitler's command chain. During the early morning hours of June 6th, the divisional commander Major General Feuchtinger could only allow local attacks against the British Airborne troops centred around Ranville. After finally receiving operational orders Feuchtinger began the slow process of redirecting his troops against the British 3rd Division advancing on Caen. By 1600hrs the 21st Panzer was finally ready for its first large-scale counter-attack of the day. Feuchtinger had divided his forces into three *Kampfgruppen* (battle groups): Oppeln, Raunch, and von Luck (Named after their commanders). Raunch was to divide the British and Canadian beachhead by advancing to Lion-sur-Mer on the left flank of Sword beach (from the German perspective). Oppeln would counter-attack the advancing 3rd Division while von Luck attacked the 6th Airborne. Von Luck's Kampfgruppe,

made up of most of his Panzergrenadier regiment (the 125th), a company of tanks, assault guns, the reconnaissance battalion, and supporting elements, were beaten back by the Red Devils' 6pdr and 17pdr anti-tank guns and a devastating naval bombardment. Kampfgruppe Oppeln was composed of four tank companies from Oppeln's own Panzer Regiment, the 22nd, elements of the 1/125th Battalion, the majority of the division's pioneers, and the 3rd Battalion of the 155th Panzer Artillery Regiment equipped with 105mm and 150mm Lorraine Schleppers. As the battlegroup readied for its push near the village of Lebissey, the battlegroup's commander Colonel Hermann Oppeln-Bronikowski was met by the commander of the 84th Corps, General Marcks, who had travelled there from Saint-Lô to witness one of the most important actions of the day. Marcks spoke to Oppeln of the importance of the battle ahead of him: "Oppeln, the future of Germany may very well rest on your shoulders. If we don't throw the British back into the sea, we shall have lost the war." With that Oppeln ordered his spearhead of 40 Panzer IVs to advance.

Awaiting the Panzers in Lebissey wood was the advance element of the 185th Brigade. After the 8th Brigade were halted at Periers Rise by infantry of the 716th Division and 88mm anti-tank guns of 200 Panzerjäger Abteilung (a 21st Panzer Division unit) the 185th Brigade had to battle its way over the rise with the Shermans of the Staffordshire Yeomanry. The 185th and Staffordshire Yeomanry had already been delayed getting off the beach, mainly due to the traffic jams caused by the lack of roads going inland from the beach. They reached Lebissey wood at around the same time Kampfgruppe Oppeln were beginning its advance. Leading the British advance were the 2nd King's Shropshire Light Infantry supported by the 41st Anti-Tank Battery as well as the tanks of the Staffordshire Yeomanry which included another surprise for the Germans, the Sherman Firefly. The Firefly was an up-gunned version of the Sherman I or Sherman V tanks mounting the deadly 17-pounder. As the British heard the German tanks advancing on their position, they prepared their anti-tank guns. When the Panzers stumbled into the anti-tank gun line four panzers were quickly knocked out, the Germans then veered to the left but to their misfortune they ran into the Fireflies of the Staffordshire Yeomanry and Priest self-propelled guns of the 7th Field Regiment, RA. A further nine tanks were knocked out. The *Kampfgruppe* continued their advance as they worked their

way around the British, the 185th Brigade also continued their advance on Caen. The British didn't get much further into the wood before they were stopped by another line of Germans. Colonel F.J. Maurice, commander of the 2nd King's Shropshire Light Infantry, called a halt to their advance on Caen after coming to the conclusion the enemy positions were too strong for them to attack. Caen would not fall on D-Day nor would it until late July. The lead elements of Kampfgruppe Oppeln would reach Periers Rise at 1900hrs where, after another seven Panzers were knocked out, they ended their advance and retreated. Their bid to drive the enemy into the sea had failed.

On Kampfgruppe Oppeln's left flank, Kampfgruppe Rauch dashed through the gap between Sword and Juno beaches. Although hit by artillery en route, Kampfgruppe Rauch reached the sea near Lion-sur-Mer by 2000hrs, linking up with remnants of the 736th Regiment still dug in there. At 2100hrs, Rauch's force was startled by the vision of low flying gliders descending to their rear. Fearing they would be outflanked and surrounded, Rauch ordered a retreat. They pulled back to the high ground in front of Caen. In total the 21st Panzer Division lost 36 precious Panzers on that first day.

After D-Day the 21st Panzer Division continued to defend Caen, losing half of its tanks by July 9th when it was pushed back into the city's southern suburbs. During Operation *Goodwood* the division was hit very hard after it was shelled and bombed mercilessly by heavy bombers. The 21st still held its ground against three Allied armoured divisions but was down to 20 panzers by the end of the operation. During Operation *Bluecoat* the division was now too weak to resist the onslaught of the British Guards Armoured Division and was driven into the Falaise pocket where it was almost destroyed. By the time it escaped the Falaise pocket, the 21st Panzer had lost half its men and was down to its last ten panzers. Though the division was a shell of its former self it continued to fight in the West until early 1945 when it was transferred to the East. The division fought its last battle in the Halbe pocket where it was decimated and destroyed in April 1945.



Elements of 21st Panzer Division engage the Ox & Bucks

SCENARIO 17: PEGASUS BRIDGE: HOLD UNTIL RELIEVED

After Pegasus Bridge had been captured by the glider troops of D Company, in the first hour of D-Day, Major Howard, went about setting up its defence. He deployed three of his platoons on the western bank. While 25 and 14 Platoons were deployed around the bridge, Lieutenant Fox's 17 Platoon was sent forward to the road junction near Benouville. The great weakness of Howard's defence was the lack of anti-tank weaponry at his disposal. On landing there was only one PIAT (Projector Infantry Anti-Tank) that wasn't damaged. This PIAT was given to Sergeant 'Wagger' Thornton of 17 Platoon. With the PIAT's short range, inaccuracy, and long reload time, an anti-tank defence of one PIAT was far from adequate. A determined counter-attack supported by German panzers could well sweep them from the bridge. At 0130hrs the counter-attack they feared materialised. German tracked vehicles came down the road from Caen toward the T junction. Thornton fired his PIAT as the lead vehicle neared the junction. The PIAT round hit the vehicle dead centre setting it on fire. The rest of the column retreated. There is still debate as to what type of vehicle Thornton destroyed. Thornton claimed it was a Panzer IV, while Lord Lovat stated later that he saw a destroyed halftrack at the T junction. What is known is that the commander of the Panzer Pioneer Company 1 was captured after leaving the destroyed vehicle so the attacking force of panzer pioneers probably would have been riding in halftracks. Whatever it was that Thornton destroyed, the effect of its destruction was far reaching. The Germans were now convinced the bridge was defended by troops equipped with anti-tank guns.



British Airborne MMG Team

Soon after the attack, 7th Parachute Battalion troops came in from the Ranville landing zone to reinforce the Ox & Bucks (Oxfordshire and Buckinghamshire Light Infantry) at the bridge. Lt. Colonel Pine-Coffin now took command (Pine-Coffin had made his jump wearing cowboy boots and spurs!). Major Howard's company now went into reserve between the two bridges while the 7th Battalion's three companies under Major Taylor and Major Neale took up the forward positions on the west bank and in Benouville and Le Port. Between them, including Howard's men they had a total of 270 men, no mortars or medium machine guns, and no heavy weaponry.

The 7th Battalion were soon attacked by 8 company, II/192nd Panzergrenadier Battalion, 21st Panzer Division and pushed back losing half of Benouville. The Germans were supported by three PaK 40 loaded with HE, Reihenwerfer multiple mortar launcher halftracks, and French-made U304(f) 20mm flak halftracks.

At daybreak German snipers targeted the men on the bridge. The sniping would continue all day, inflicting casualties, keeping the defenders on constant alert, and restricting their movement across the bridge. Shortly after 0900hrs two patrol boats armed with a 20mm cannon attacked the defenders. The Ox & Bucks waited until the first boat was within 50 metres then they opened fire with a PIAT and some Bren guns. The PIAT round hit the vessel, it went out of control, veered left, and crashed into the east bank. Its crew then surrendered. As the second boat approached the bridge it was engaged by the German 75mm gun fortified on the eastern bank of the bridge. The Red Devil's had worked out how to operate the weapon earlier that morning. Their first shot at the vessel missed, but when the second shot scored a direct hit the boat disengaged and

fled. The gun, manned by the enthusiastic Private Wally Parr, also engaged other targets they suspected were spotting positions for the snipers and mortars.

At 1000hrs a lone German Fw 190 fighter bomber of JG2 made an attack on the bridge in an attempt to destroy it. It dropped a bomb. The bomb hit the bridge, failed to explode and fell harmlessly into the Caen Canal. In the days following D-Day the Luftwaffe would again use their limited resources to attempt to bomb the bridge. German frogmen were also sent to blow up Pegasus bridge. They were discovered before they could plant their explosives and shot down.

Meanwhile on the frontline in Benouville, Major Taylor's men were slowly being pushed back under the weight of constant German counter-attacks. The German attacks were now also supported by self-propelled artillery and Panzer IV Ausf Gs. The Panzer IVs almost made a breakthrough but a courageous counter-attack by gammon bomb wielding paras of A Company stopped them cold. After A Company held out against the German onslaught the attacks continued but became more sporadic. The paratroopers were holding, but could they hold until Lord Lovat's relief force arrived?

FORCES

BRITISH

The British player creates two 900-point reinforced platoons. The first platoon is created using the ['British 6th Airborne' reinforced platoon](#) (D-Day morning). This represents the defenders of Pegasus Bridge from the Oxfordshire and Buckinghamshire Light Infantry and the 7th Parachute Battalion. This list is to be created using only HQ and Infantry selections. Mortars and machine guns may not be taken. Major Howard must be taken in this list. The second platoon is constructed using the ['British/Canadian Beach Assault' reinforced Platoon](#). Infantry sections are to be entirely made up of Commando/Royal Marine subsections. This force represents Brigadier Lord Lovat's relief force. Lord Lovat and Piper Millin must be taken in this list (see [here](#)).

GERMAN

The German player creates a 1,200-point list using the '21st Panzer Division Panzergrenadier' Reinforced platoon (see [here](#)). The first units to counter-attack

the defenders of the Caen Canal Bridge (Pegasus Bridge) were from the 21st Panzer Division's Panzer Pioneer Battalion so this reinforced platoon may have a greater number of Pioneer squads than the usual maximum of two. There may only be a maximum of two flamethrowers in the entire German force. The German player may also spend points on a Forward Air Observer, even though it is not available in the 21st Panzer Panzergrenadier Reinforced platoon. (See special rules, [here](#))

SET-UP

At the bottom 6" of the table place terrain representing the Caen Canal. At the centre of the canal place the western end of Pegasus Bridge. Above the canal place trenches as shown on the scenario map and above them a road diverging from the main road leading from Pegasus Bridge. Above this side road place Café Gondrée and the fortified house positioned near the crossroads. Near the side roads going across the map are three weapons pits (marked as blue circles). The rest of the table is made up of areas of wood, crops, hedges, and thicker bocage. Near the centre top of the table bordering two roads is an orchard surrounded by a wood to the right and houses and hedges to the left.



Scenario 17: Pegasus Bridge: Hold Until Relieved

DEPLOYMENT

The defending units of the British paratrooper 900-point list are deployed within the blue bordered area of the map which is 36" across and 30" deep bordering the Caen Canal at the bottom of this area. They start the game *Dug In*, in fox holes or trenches or weapon pits (all free). Major Howard must start the game within 3" of the bridge. The other platoon made up of Brigadier Lord Lovat's relief force comes on from reserve from turn 3, anywhere 18" from the right top corner of the map.

The German attacker does not deploy on the table at the start of the game. The German player nominates at least half of their force to form the first wave. This can be the entire army if they so wish. Any units not included in the first wave are left in reserve. Both the German players first wave and the reserves arrive anywhere within 18" of the top left corner of the table.

SPECIAL RULES

OUTFLANKING

There is no outflanking in this scenario.

ORDER DICE

At the start of the game only the German and Paratrooper order dice go in the dice bag. The commandos' dice are left out of the bag. From the start of turn three, the commandos put their order dice in the dice bag for the rest of the game.

DUG IN

The British in this scenario can be deployed in trenches, weapons pits and foxholes so use the *Dug In* special rules.

BUNKERS

See page 127 of the *Bolt Action* rulebook. The fortified house is treated as a bunker but it is at a -3 to hit instead of -4 to hit from small arms fire.

AIR SUPREMACY

See [here](#).

TEMPORARY AIR SUPPORT

A lone German Fw 190 fighter bomber of JG2 made an unsuccessful attack on the bridge. The German player may use a Forward Air Observer (page 19, *Armies of Germany*) but when rolling on the Air Strike chart it only gets a 'Here it Comes!' result on a roll of 5 or 6.

BLOWING UP THE BRIDGE

The German player may attempt to destroy the bridge during this scenario. Any unit equipped with explosives can attempt to blow up the bridge by firstly setting charges on the bridge. This is done by giving a unit with explosives a *Down* order when positioned on the bridge. Place a marker showing the location of the explosives. To set off the charges in the next turn the unit must *Advance* or *Run* more than 4" from the token. The bridge is destroyed and any models

within 4" of the explosives roll for damage at +4 penetration. Any units on the bridge when explosives are detonated are automatically destroyed.

TOP SECRET

OPTIONAL RULE – RANDOM MORTAR SHOT

On a battlefield, death has a habit of coming intermittently from the skies on friend or foe alike. This is particularly true in a confused night-time airborne attack where there are no clear lines or preregistered targets. The random mortar attack is fired by a German tube off the table but with no spotter it may not fall to the German player's advantage.

From turn two onwards the German player rolls a die at the start of the turn. On a roll of 1 or 2 nothing happens, on a 3 or 4 a medium mortar shell lands under German control, but on a 5 or 6 the shell lands under British control. The effect if any is resolved immediately.

The controlling player puts down a marker where he would like the shell to land. A random direction is then found. The simplest way to do this is to roll an order die. The arrow indicates the direction. The player then rolls three dice and adds the results together. This is the distance in inches that the shell will deviate and land.

Move the marker to the new location, then use an artillery template centring it on the new location. The shell is from a medium mortar, so the +2 radius is used. Any soldier under the template will suffer a hit with +2 pen and the unit will suffer D3 pins.

OBJECTIVES

The British player must hold the bridge at all costs and the relief force led by Lord Lovat must make contact with the paratroopers holding the bridge. The German player must attempt to either capture or destroy the bridge to cut off the 6th Airborne from the British 3rd Division.

FIRST TURN

The battle begins. During turn one the German attacker brings their first wave onto the table. Units must be given an *Advance* or *Run* order. Note that no order test is required to move units onto the table as part of the first wave.



A 3" mortar team softens up the enemy as the Commandos advance

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 7, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn. If the bridge is destroyed the game ends prior to the end of turn 7 or 8.

VICTORY!

The Germans achieve victory if they capture or destroy the bridge. To capture the bridge the Germans must have an infantry unit on the bridge and no enemy units on the bridge. If, and when, this is achieved place a token or marker to show this has been achieved. If the British recapture the bridge (done in the same way) remove the marker. If either side is in possession of the bridge, it may be contested with any type of unit except transports. The British start the game in possession of the bridge.

In order for the British to achieve victory they must achieve the following two objectives:

- They must hold the bridge at the end of the game.
- The paratroopers and commandos must make contact with each other by the end of the game. In order to achieve this, Major Howard and Lord Lovat must end a turn within 3" of each other. Once this is achieved it cannot be undone even if any of these heroes are killed in the following turns.

If the British achieve both objectives, they win the game. If the British hold the bridge at the end of the game but fail to make contact the game is a draw.

AFTERMATH

As the battle raged in Benouville and mortar bombs dropped here and there, Lieutenant Tod Sweeny (commander No 23 Platoon, D Company, 2nd Ox & Bucks) thought he could hear a familiar sound in the distance, very faint at first. Nudging Lieutenant Dennis Fox, Sweeny asked: "Do you hear that?" Fox looked back at Sweeny blankly. Fox had other things on his mind. They were running low on ammo, a powerful all-out German attack could well dislodge them from their positions if they ran out. Sweeny's eyes widened in recognition "You know Dennis, I can hear bagpipes." Fox replied: "Don't be stupid, we're in the middle of France, you can't hear bagpipes."

Sergeant Thornton in his trench heard the same thing "Listen boys, are you hearing it? That's bagpipes." "You must be bloody nuts." One of his troopers replied irreverently. "No, no. Just listen!" Soon everyone heard it as it drew closer. Private Eric Woods asked the soldier next to him: "Do the Germans play bagpipes?" As *'Blue Bonnets over the Border'* played, Major Howard and Lt Colonel Pine-Coffin, now alert to what was going on ordered Pine-Coffin's bugler to blow two blasts from his bugle, signalling that they would face enemy fire on the way in.

The first sighting of the relief force was a vision the defenders of Pegasus would never forget, as Lord Lovat wearing his white pullover with Bill Millin walking next him, advanced on the bridge through smoke and enemy fire.

As Lovat, Millin, and the commandos neared the bridge Georges Gondrée emerged from his café moving toward Lovat with a tray of champagne and champagne glasses offering Lovat a glass in celebration of their arrival. Lovat waved him off and headed toward Howard and Pine-Coffin. Private Wally Parr, not one to pass up a good thing, accepted a glass from the overjoyed Frenchmen exclaiming "Oui, oui, oui!" (yes, yes, yes!) Exhausted and hard pressed the paratroopers celebrated the commandos' arrival, warmly greeting and embracing them as mortar bombs continued to fall. On crossing the Caen Canal Bridge Lovat greeted Howard and Pine-Coffin with a handshake: "John, today history is made ... sorry we're two and a half minutes late." Howard apologised for the

shelling. After receiving orders from Pine-Coffin, Lovat turned to piper Millin, “Millin, Black Bear”, “Yes sir!”, Millin replied. With that, Millin began playing the highland tune. They made their way across the Orne River bridge, the waiting German snipers taking shots at them. As Howard watched the commandos cross the bridge he felt a sense of relief that his mission was accomplished, but in the back of his mind he knew the fighting had just begun.



Supported by the 6-pdrs of 41st Anti-tank Battery the KSLI engage the lead elements of the German advance

SCENARIO 18: LEBISEY WOOD

After fighting their way over Perier's Rise the men of the King's Shropshire Light Infantry (KSLI) were once again fighting uphill as they neared the two villages of Beuville and Bieville. The Germans did their best to slow their momentum with hidden machine gun nests, sporadic mortar fire, and snipers targeting their officers. By 1530hrs both villages were taken, Caen was now just six kilometres ahead of them. After shooting some of the suffering livestock wounded by the overnight bombing raids the men pressed on. Leading the advance were X and Y Companies. They soon reached another wooded rise just ahead of the town of Lebisey. It was at around this time that the Shermans of the Staffordshire Yeomanry were finally caught up with the 2nd KSLI. As Y Company neared the tree line, hidden German machine gun nests opened fire on them. Their commanding officer, Major Peter Steel led an assault on one of the nests but was shot fatally. The company 2iC took over and after the machine gun nests had been cleared, halted the advance at the bottom of the wooded rise. Meanwhile half a kilometre to their left X Company too were halted near the bottom of the wooded rise as the ground around them began to vibrate and a distant rumble could be heard beyond the rise. They all knew what was coming and began to prepare themselves. The AT gun crews of the accompanying 41st Anti-tank battery set up their guns and waited. The distant rumble soon turned into the sound of tank tracks and tank engines. The sounds of many individual tanks combined into one big chorus as they came over the rise. Through the trees the Panzer IVs pushed down the rise. The gunners waited and waited for the tanks to move into their effective range, then the order was given: *FIRE!*

FORCES

BRITISH

The British player creates a force using the British/Canadian D-Day Reinforced Platoon (Off the beaches). The infantry of this platoon must be entirely made up of Regular Infantry Sections (Mid/late). Vehicles present at the battle were

Sherman Vs, Sherman Fireflies, M7 Priests, and M10 Tank Destroyers. The 2nd King's Shropshire Light Infantry were supported by 6-pounder anti-tank guns of the 41st Antitank battery. (see [special rules](#)).

GERMAN

The German player creates a 1,250-point force using the Kampfgruppe Oppeln Armoured Reinforced platoon.

SET-UP

The whole table is covered in light wood with a few trails which infantry can move normally on if they stay on the trail for their whole movement. The wooded area is rough ground and soft cover but units are visible anywhere on the table. The table can also be sloped starting from the British defender's table edge, rising toward the German attacker's table edge.

DEPLOYMENT

The British defenders deploy at least half of their force up to 12" in from their table edge. Those units not deployed are in reserve.

The German attacker does not deploy on the table at the start of the game. The German player nominates at least half of their force to form the first wave. This can be the entire army if they so wish. Any units not included in the first wave are left in reserve.



Scenario 18: Lebisey Wood

SPECIAL RULES

AIR SUPREMACY

See [here](#).

41ST ANTI-TANK BATTERY

The British player may take another artillery unit if the second unit is a QF 6-pdr anti-tank gun.

OBJECTIVES

The objective for both sides is simple: hurt their opponent as much as possible, break their morale and force them to abandon the battlefield.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At

the end of turn 6, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.

FIRST TURN

The battle begins. During turn one the German attacker brings their first wave on to the table. Units must be given an *Advance* or *Run* order. Note that no order test is required to move units onto the table as part of the first wave.



Sd Kfz 250/7 Mortar Carrier

VICTORY

There are two ways to achieve victory in this scenario for both sides. The first is through Victory Points. Each side acquires one Victory Points for each enemy unit they destroy. If at the end of the game one side has two more Victory Points than their opponent, they win the game otherwise the game is a draw.

The other way to achieve victory is if you destroy two thirds of your opponent's force, rounding down. At the end of each turn check if this victory condition is met.



A US Airborne 57mm anti-tank gun sighted down La Fiere Bridge

SCENARIO 19: LA FIERE BRIDGE

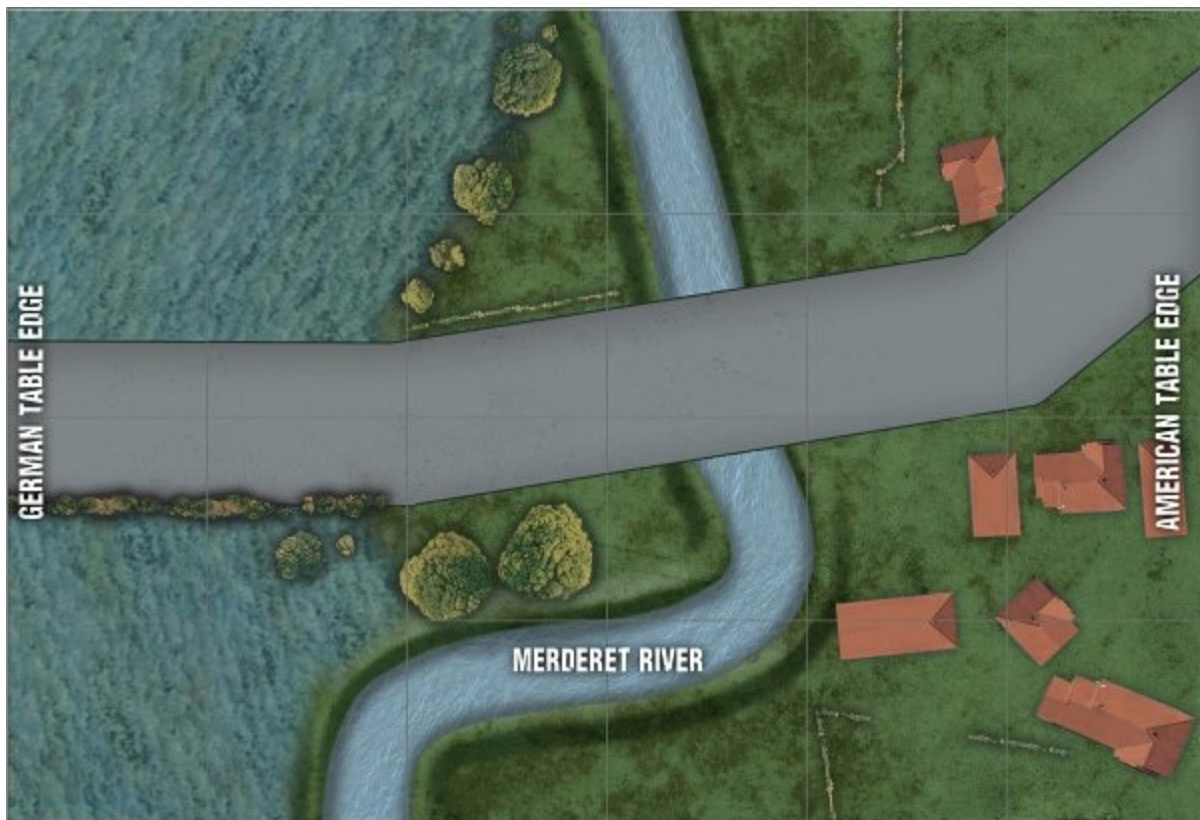
Situated seven kilometres west of Sainte-Mère-Église this vital bridge had to be taken and held to block any advance toward Sainte-Mère-Église on the critical first day of the invasion. Assigned to the task was the 1st Battalion, 505th PIR, 82nd Airborne led by Major Frederick C. A. Kellam. The 1/505th would take the eastern side of the bridge while elements of the 507th would seize the western end at the town of Cauquigny. Landing on target and in good order A Company, 1/505th under Lieutenant John Dolan gathered their men and made for the bridge, picking up stragglers from the 507th and 508th along the way. On reaching the bridge Dolan sent a reconnaissance probe ahead to scout the German defences. This force was spotted and attacked by the bridge's defenders. Dolan attempted to attack the bridge from two directions, sending 2nd Platoon to attack from the north, while 3rd platoon manoeuvred to the south. Both platoons were pinned down by machine gun positions around the bridge. Their advance was stalled for over an hour making no headway.

As the morning wore on Dolan was heavily reinforced by units from the 505th, 507th, and 508th PIRs. With the machine guns and mortars from the 1/505th HQ company the paratroopers, now under the command of Colonel Roy Lindquist (508th's commander), renewed their attack. Lindquist led the main assault up the middle while Dolan attacked from the north and Captain Ben Schwartzwalder, a company commander from the 507th, attacked the Manor to the south. By noon the Manor and the eastern end of the bridge were secure. Captain Schwartzwalder led his men from the 507th across the bridge and headed for his objective of Amfreville, leaving just ten men under Lieutenant Lewis Levy to hold the western end of the causeway at Cauquigny. On the eastern bank, Lindquist pulled back westward with a reserve force ready to assist where needed. A Company, 505th were left to secure the eastern end of the bridge.

Lieutenant Dolan began preparing a defence. He ordered his men to place a destroyed German truck on the bridge to slow down the enemy's progress, while mines were placed further ahead. Bazooka teams were dug in on either side of

the eastern end of the bridge. A third bazooka was set up further to the south to enable enfilading fire on any vehicles on the bridge. Dolan then set up his infantry, positioning 1st Platoon along the bank of the Merderet to the north of the bridge while 3rd Platoon were positioned to the south. 2nd Platoon were Dolan's reserve which he positioned 350 metres east of the bridge. Dolan then set up the 81mm and two 60 mm mortars he had to the rear and set up a 57mm anti-tank gun and a .30 calibre machine gun roughly 130 metres east of the bridge at the bend of the road leading to Sainte-Mère-Église. The gun was sighted down the causeway. He finally positioned his command post next to the anti-tank gun. As Dolan made his final preparations, the 1/505th's Battalion commander, Major Kellam along with the Battalion's operations officer, Captain Roysdon, arrived in time to hear the sound of gunfire coming from across the Merderet.

On the western side of the causeway at Cauquigny, Lieutenant Lewis and his small contingent soon ran into trouble as the spearhead of a major counter-attack came their way. Coming straight at them were the 1057th GR and the tanks of the 100th Replacement and Training Battalion. The men held off the onslaught for a time and actually succeeded in disabling two French made tanks. After getting overwhelmed they retreated north and linked up with Captain Schwartzwalder. Captain Schwartzwalder and his men were left stranded on the west bank of the Merderet for two days when the Americans took back the west bank. Having secured Cauquigny the Germans pushed on across the causeway. A Company, hearing the squeaking of tank tracks and the revving of tank engines prepared themselves for what was to come.



Scenario 19: La Fiere Bridge

FORCES

US AIRBORNE

The US force is made up of the following:

- One Veteran Major representing the commander of the 1/505th, Major Frederick Kellam.
- One Veteran Captain representing Captain Dale Roysdon
- One Veteran 1st Lieutenant representing 1st Lt John J. 'Red Dog' Dolan.
- Two 7-man Paratrooper squads with: two SMGs, one LMG, four rifles & AT grenades.
- Three 7-man Paratrooper squads with: two SMGs, one BAR, four rifles & AT grenades.
- Three bazooka teams (Veteran).
- One 57mm Anti-tank gun M1 (Veteran).
- One two-man LMG team (Veteran).
- Two paratrooper light mortar teams (Veteran).
- One medium mortar team with a spotter (Veteran).
- One minefield section.

GERMAN

The German player creates a force using the 100th Panzer Replacement and

Training Battalion Armoured Reinforced Platoon (see [here](#)). The following units are free and start the reinforced platoon:

- Two Panzer 35R (Regular). One is a command tank.
- One Hotchkiss H39 (Regular).
- One heavy mortar team with a spotter (Regular).
- One 88mm Flak 36 Dual Purpose AA/AT gun with a spotter (Regular).
- One Sd Kfz 7 halftrack.

The German player completes the rest of the platoon. They have 900 points to spend on the rest of their force. Compulsory selections have already been made for the platoon as have mortar selections and artillery selections; these selections cannot be multiplied.

SET-UP

This scenario is played from short table edge to short table edge. First place the river which starts from the centre of the northern (top) long table edge and winds down to the southern (bottom) long table edge 20" from the eastern (left) short table edge. Next place the road. The road is 8" wide. It starts in the centre of the eastern short table edge going straight across to the western edge until it is 24" in where it diverges north slightly until it reaches a point roughly 12" from the western short table edge where it turns almost 45 degrees until it reaches the edge. Place hedges, bocage, and trees as shown, much of which is adjacent to the road/causeway. Place the bridge over the river. On each side of the bridge are concrete barriers. On the bridge itself a destroyed truck is placed. Place houses as shown on the scenario map. Finally, as displayed on the scenario map there are flooded areas on the table adjacent to the road/causeway on the western side of the map that go all the way to both long table edges. Make sure the edges of this flooded area are clearly marked as it is rough ground.

Place an objective marker in the centre of the bridge.

DEPLOYMENT

The US defender deploys at least half their force anywhere on the eastern side of the Merderet River. This could be the US players entire force if they so choose. The rest of the US force is put in reserve. The US forces deployed on the table

start the game *Dug In*. The US player also places one minefield section anywhere on the causeway outside of 12" of the attacker's edge.

The German attacker does not deploy any units on the table. The attacker may put up to half of their army in reserve. Those that are not in reserve form the attacker's first wave which arrives on the attacker's western short table edge during turn one.

SPECIAL RULES

AIR SUPREMACY

Allied Forward Air Observers roll a 'Here it comes!' result on the air strike chart on a roll of 3, 4, 5, or 6. In addition German reserves receive a further -1 to their order test to come on from reserve.



US Airborne 57mm Anti-tank Gun

OUTFLANKING

There is no outflanking in this scenario.

DUG IN

See [here](#).

WE'RE LOW ON AMMO!

The paratroopers defending La Fiere had limited ammo for all their mortars, only firing them in emergencies. All US mortar teams in this scenario may only *Fire* every second turn.

OBJECTIVES

The US Airborne must hold bridge at all costs. They must stop German

reinforcements from reaching Sainte-Mère-Église. The Germans separated from the rest of their division beyond the Mederet must secure the crossing.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 7, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, 5, or 6 play one further turn.

FIRST TURN

The battle begins. During turn one the German attacker brings their first wave onto the table. They must be given an *Advance* or *Run* order. Note that no order test is required to move units onto the table as part of the first wave.



British MMG Carrier

VICTORY

The winner of the game is the side that controls the bridge at the end of the game. At the start of the game the objective is in American hands. The Germans capture the bridge if they have at least one infantry or artillery unit within 3" of the objective marker and the Americans have no units within 3". Place a token on the objective confirm this. The Americans can recapture the objective in the

same way. A captured objective can be contested by any type of unit with the exception of transport vehicles.

AFTERMATH

The attack on the eastern bank of the Merderet began at approximately 1600hrs. The Germans' Renault and Hotchkiss tanks trundled slowly down the causeway with the grenadiers moving cautiously behind the tanks. All hell broke loose when the commander of the leading tank opened his hatch to view the Americans' positions. As soon as he exposed himself the paratroopers opened fire killing the commander and several other soldiers. They continued down the road until the fire from the far bank became too heavy. The advance then came to an abrupt stop as both sides exchanged fire in an attempt to achieve fire superiority.

As the battle raged, the bazooka teams near the bridge got out of their foxholes to get better shots behind the concrete sidings of the bridge. The bazookas and the antitank guns hit all of the enemy tanks several times. The first tank in particular was a mess by the end of the battle with tracks blown off, gaping holes in its armour, and smoke and flames pouring out of it. In return the bazooka teams and the anti-tank gun received a lot of attention from the enemy. The anti-tank gun in particular seemed to be a bullet and shell magnet, but as crewmen were felled by enemy fire there were other paratroopers that took their place. During the fire fight both Major Kellam and Capitan Roysdon were fatally wounded from mortar fire, leaving Dolan the ranking officer at the bridge. With their armour support reduced to smoking wrecks the German Grenadiers pulled back. For the rest of the afternoon the Germans poured mortar and 88mm fire on the paratroopers' positions. As night approached the fire died down.

The fighting continued on the following morning. In between artillery bombardments the Germans hit the Americans hard with infantry and tanks but the paratroopers held on even after sustaining severe bombardment. The fighting continued in stalemate until June 9th when the Americans pushed across the causeway with the support of tanks and glider troops followed up with the regular army.



Paratroopers of 82nd Airborne attempt to hold the bridge against German armour

D-DAY: THE LONGEST DAY





British Achilles Tank Destroyer

Operation *Neptune*, the first phase of Operation *Overlord*, was an overwhelming success. A second front had been established and the Germans' failure to deny the Allies a foothold in Western Europe on the first day meant it was increasingly unlikely that they would be able to stem the tide of men and materiel flowing onto the beaches and moving inland. By the end of the day the Allies had the equivalent of an army ashore with 150,000 men landing in Normandy by the end of the June 6th. Within a week, thanks in large part to the deployment of the Mulberry artificial harbours, 430,000 men came ashore as well as 62,000 vehicles and 105,000 tonnes of stores. The overcoming of such a bulwark as the Atlantic Wall was a feat that will long be remembered due to its immense size in scope and the enormity and mastery of planning involved to make it such a successful operation. The many plans and operations came together to form one master stroke under General Eisenhower's very capable command.

The web of deception operations centring around operations *Bodyguard* and *Fortitude*, were so emphatically successful and far reaching that long after D-Day many in the German High Command, including Hitler himself, still believed the landings in Normandy were a mere diversion. So utterly deceived were the Germans that they kept the entirety of their 15th Army, 21 divisions, in the Pas-de-Calais area until late July. By this time the Allies had achieved a breakout from the hedgerow hell and were advancing toward Paris and Brittany. The deception meant that the 60 German divisions in France were spread thin to cover the perceived threats created by the Allies various deception plans. Had there been a greater density of troops and higher-quality of troops defending the

beaches, Operation *Neptune* may well have been another Dieppe.

The failure of the German command structure prior to and during D-Day would also have dire consequences on D-Day. Preceding D-Day the German plan for the defence of the beaches was a set of half measures and compromises rather than a unified overarching plan to defeat the enemy. Even in hindsight, it is hard to say definitively whether Rommel's or Rundstedt's strategy to defeat the Allies on D-Day would have been more effective, but given Allied air superiority it seems Rommel's strategy to have the Panzer Divisions nearer to the coast may well have meant more German tanks going into battle on D-Day and less exposure to the effect of Allied air superiority as Allied bombers and fighter bombers rained havoc on the transportation system and anything that moved on the roads. This may be a moot point though because the tangled command structure created by Hitler meant that commanders were unable to use their initiative anyway. Throughout Normandy on D-Day, commanders wasted precious time waiting on orders from far up the command chain. The most obvious examples of this was the 21st Panzer Division's failure to launch a concerted attack on the invaders until it was too late, and the exasperating delay in the partial release of the strategic panzer reserve.

The role of Allied superiority in firepower also had a great influence on the success of the D-Day landings. Learning from the lessons of the Dieppe raid, the Allies knew that the invasion could only be successful if the troops landing on the beaches were supported by overwhelming firepower. This started on the beach with the employment of specialised tanks to blast enemy strongpoints at close range and overcome the many obstacles which would stymie their advance. Close artillery support from offshore artillery based on landing ships also had an impact. The massive firepower supplied by the Allied fleets offshore had a paralysing effect on both enemy attackers and defenders when their big guns were brought to bear.

Prior to D-Day and throughout the Normandy campaign, Allied air superiority was pivotal to success. Allied air power saw that the Luftwaffe was largely a nonentity during D-Day, as they bombed radar sites and isolated the invasion area. On D-Day German vehicles and troops could not move in daylight without being targeted by the *Jabos* (fighter bombers). They circled like hawks spotting prey, waiting in 'cab ranks' until needed or until a target of

opportunity presented itself. The effect on morale and movement was enormous. Once the Germans were pushed out of their concrete and steel beach defences the impact was all the greater.

The achievements of the airborne assault cannot be denied. The airborne assault secured vital D-Day objectives such as bridges, transport and communication hubs, and destroyed deadly artillery batteries that threatened devastation on the beaches. The scattered night landings created complete chaos, fear, and confusion in the enemy's rear. The work of the resistance also added to the chaos and confusion as they attacked the enemy communication network.

Never to be forgotten was the role of the fighting man on the front line who braved the carnage on the beaches and overcame, scaled the cliffs of Pointe-du-Hoc, made daredevil landings by glider and parachute, braved the harsh sea to get his swimming tank ashore, or cleared minefields under deadly fire. The victory was as much theirs as it was the great generals that commanded these vast armies.

Much has been made of the Allies' failure to meet some of their D-Day objectives, the most important of which was Monty's failure to capture Caen. While stopping short of Caen on D-Day did stop progress forward into the tank country beyond, it did bring the Germans into an attritional battle, which was something General Bernard Law Montgomery excelled at. Around Caen in the British sector and in the hedgerows in the American sector, the German forces were beaten black and blue by the awesome power of the Allied forces. The pulverisation of the Germans at Falaise and the thrusting moves of General Patton's armies saw a headlong retreat of the Germans, back almost to the German border. The result was that all of Operation *Overlord's* D+90 objectives were met on schedule. D-Day was the first important step in achieving this towering victory and an undeniably vital and necessary step in ultimately defeating the Third Reich.



British Lorried Rifle Section

NEW BRITISH AND COMMONWEALTH UNITS



INFANTRY SQUADS AND TEAMS

INFANTRY

FORWARD NAVAL OBSERVER

Known as Naval Shore Fire Control Parties on D-Day, Forward Naval Observers back up the assault waves coming ashore on the Norman beaches with the big guns of the navy's cruisers and battleships waiting off shore. In the vital first hours of the invasion the assault troops relied heavily on the navy to give them the fire support they needed. Naval observers were attached to divisional HQs that would then assign them to units within the division. Some were also given parachute training and deployed among the parachute divisions dropped inland. While most of the observers were naval personnel some were from artillery units. The Forward Naval Observer simulates the utter devastation caused by the large calibre guns of battleships and cruisers. To simulate the guns of the smaller warships like the destroyers that also provided off shore support, it is advisable that players use the standard Forward Artillery Observer rules instead.

Cost	150pts (Regular), 165pts (Veteran)
Composition	One Naval observer and up to two further men
Weapons	Pistol, SMG or rifle as depicted on the model
Options	- The observer may be accompanied with up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)
	The naval forward observer uses the same rules as a forward artillery observer with the following modifications: - Fire for effect: When fire for effect is rolled on the artillery barrage chart (see page 82 <i>Bolt Action</i> rulebook) follow these rules: Roll a die for each unit, friend or foe within D6+9" of the aiming point. - On a result of 1–4 the unit is not hit directly but takes D3 pin markers from shock and blind terror. - On a roll of 5 the unit suffers a near miss. Infantry and artillery units suffer wounds. Place a 2" template over the target, resolve damage rolls with +2 penetration. If a vehicle suffers a near miss, the shock wave from the explosion either causes superficial damage or flips the vehicle over. After rolling a near

Special Rules	miss result, the player conducting the barrage rolls another die. On a roll of 1 the near miss does nothing. On a roll of 2, 3, or 4 the near miss causes superficial damage. Roll on the 'Damage Results on Vehicles' chart at a -3 to the roll and apply the results. On a roll of 5 or 6, the vehicle has flipped over. This renders the vehicle useless and is counted as destroyed. All units suffering a near miss receive D6 pin markers. On a result of 6 the unit takes a direct hit from a very large calibre naval shell. Place a 4" template on the target unit in the same way as HE shells and resolve hits with a pen value of +6. If the unit survives, it takes D6+2 pin markers. Infantry and Artillery can go <i>Down</i> to halve the hits taken from both a near miss or a direct hit. Armoured targets are hit on the top armour. Near misses do not affect units in buildings or bunkers. If buildings or bunkers are hit directly from a Naval Artillery Barrage follow the same rules laid out on page 125 of the <i>Bolt Action</i> rulebook with the following difference: A Naval Artillery Barrage causes 3D6+2 damage (Instead of the regular 3D6). - Free British Artillery Observer: A player with a British force may if they so choose to upgrade their free Forward Artillery Observer to a Forward Naval Observer for +50pts.
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AIRBORNE PATHFINDERS SECTION

The pathfinders were the first Allied units to land in Normandy. Highly trained and capable soldiers, their role was to mark out landing zones for the main parachute landings. Unfortunately on D-Day, the pathfinders were only partially successful due to the unfavourable conditions in which they were forced to complete their mission under.

Cost	90pts (Veteran)
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 6 additional men with rifles for +15pts each - The NCO and up to 5 men can have submachine guns instead of rifles for +3pts each
Special Rules	- Stubborn: Pathfinders don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - LZ Signals: If you deploy at least one unit of Pathfinders on the table before the game starts (i.e. the Pathfinders are not in the first wave or in reserve), then any friendly paratroopers and glider units in reserve may re-roll failed Order tests to come onto the table.

AIRBORNE ROYAL ENGINEER SECTION

The parachute engineers combined the role of the combat engineer with the paratrooper. On D-Day their role centred around demolition missions such as blowing up the Dives Bridges and assisting in the demolition of the guns of Merville Battery. The 6th Airborne Division had two squadrons of airborne 'sappers' per brigade. The 3rd Parachute Squadron R.E was attached to the 3rd Parachute Brigade and the 591st Parachute Squadron R.E was attached to the 5th Parachute Brigade. The 249th Field Company R.E was attached to Divisional HQ.

Cost	85pts (Veteran)
Composition	One NCO and four men
Weapons	Rifles
Options	- Add up to five men for +14pts - NCO and one other man may be equipped with SMGs - Up to one man can have flamethrower instead of a SMG for +20 pts, another man becomes the assistant - Equip the section with Bangalore Torpedoes for +10pts - The section can be given explosives for +3 pts per man
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. - Tank hunters (if explosives are taken). - Engineers: Count as engineers in scenarios where barbed wire & minefield special rules are used. - Bangalore Torpedoes: Bangalore Torpedoes were long plastic tubes filled with explosive. Bangalore Torpedoes were designed to clear mines, barbed wire, and other obstacles from a distance. To use Bangalore Torpedoes the Breaching party must start their turn within 2" of the target then Advance outside of 2" of the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate a Bangalore Torpedo all friendly units must be outside of 2" of the target (refer to 'blow it up' rules for minefields, use the same rules for Barbed wire see 178). - Explosives: Armed with rings of explosives, these engineers can blow up all manner of fortification. Used in the same way HE is used to blow up buildings, bunkers, bridges minefields, or tank traps. Explosives have an HE rating of 4" using 3d6 to blow up these targets. To use explosives the engineer team must start their turn adjacent to the target then Advance at least 4" away from the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate explosives all friendly units must be outside of 4" of the target (refer to buildings, bunkers & minefield rules see 178).

BEACH ASSAULT SECTION

Maintaining the same structure as a standard British infantry section, the British infantry sections received specialised amphibious training and equipment for the landings. The Canadian 3rd Division had not seen combat but were supremely trained and prepared for the landings. The British 3rd had not seen combat since the battle of France in 1940 and were keen to get back in the fight. The British 50th Division landing on Gold beach was a veteran division that saw extensive service in Europe and North Africa prior to D-Day. By the end of the war it would attain more Victoria Crosses than any other division in the British Army.

Cost	60pts (Regular), 78pts (Veteran)
Composition	One NCO and four men
Weapons	Rifles
Options	- Add up to four men with rifles for +10pts each (Regular) or +13 pts each (Veteran) - The NCO and another soldier may have an SMG instead of rifles for +3pts. - One soldier may be equipped with a light machine gun instead of a rifle for +20pts. Another soldier becomes the loader. - The squad can be equipped with anti-tank grenades for +2pts per man.
Special Rules	- Tank hunters (if anti-tank grenades are taken). - Wire cutters: British Beach assault sections count as engineers in games where barbed wire rules are used.

COMMANDO/RMC SUB-SECTION (NORMANDY)

Established by Winston Churchill and Dudley Clarke as a way to fight back in the dark days of 1940, the commandos soon became an elite. The commandos were trained to be independent soldiers, irregular fighters who were hard enough to take on any assignment. As well as the extreme physical training they received, the commandos also received diverse specialised training for specific types of operation. By 1944 they had proven their worth and validity in all theatres of operation the British had been involved in and specialised units grew from the Army Commando nucleus. From the raids in Norway and St. Nazaire to their role as assault troops supporting major invasions in Europe and the Mediterranean, the commandos indelibly made their mark. The first Royal Marine Commandos units were formed in 1942 with a focus on amphibious

operations. In 1943 the Army Commandos and the Royal Marine Commandos formed four combined Brigades. The 1st and 4th Special Service Brigades were assigned vital roles in the D-Day landings. Their performance on D-Day would further raise the reputation of the commandos.

Cost	70pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to five men with rifles for +14 pts each - The NCO and one other soldier may have an SMG for +3pts each - Up to two soldiers may be equipped with a light machine gun instead of a rifle for +20pts each, another man becomes the loader - LMGs may be upgraded to Vickers K LMGs for a further +5pts each - The squad can be equipped with anti-tank grenades for +2pts per man - The entire squad may be equipped with bicycles for +1pt per man
Special Rules	- Behind Enemy Lines: When outflanking as described on p 132 of the Bolt Action rulebook, units of Commandos ignore the -1 modifier to the Order test for coming onto the table - Tough Fighters - Tank Hunters (if anti-tank grenades are taken). - Vickers K gun: The Vickers K gun was a rapid firing machine gun developed for airplanes but also favoured by special forces. The Commandos used it as an infantry support weapon during the fighting in Normandy. A Vickers K gun shoots with another die added to the total rolled for shooting an LMG. It rolls five dice instead of four. - Bicycles (if taken)



British Commandos Sub-section

PARACHUTE BREACHING SECTION

This part of the Merville battery operation was assigned to B Company who, before the assault, were to make their way through the cleared section of the minefield and set up Bangalore Torpedoes in the barbed wire. When the time came, they would detonate their bangalore torpedoes to create breaches in the wire for the assault to advance through.

Cost	70pts (Veteran)
Composition	One NCO and four men
Weapons	Rifles
Options	- Add up to five men for +14pts each - The NCO and up to four soldiers may be armed with SMGs for +3pts each - One soldier may have a light machine gun for +20pts. Another man becomes the loader - The entire squad may have anti-tank grenades for +2 per model - Equip the section with Bangalore Torpedoes for +10pts
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Bangalore Torpedoes: Bangalore Torpedoes were long plastic tubes filled with explosive. Bangalore Torpedoes were designed to clear mines, barbed wire and other obstacles from a distance. To use Bangalore Torpedoes the Breaching party must start their turn within 2" of the target then Advance outside of 2" of the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate a Bangalore torpedo all friendly units must be outside of 2" of the target (refer to blow it up rules for minefields, use the same rules for barbed wire see here).

PARACHUTE DIVERSION SECTION

The role of the diversion party was to direct attention away from the assault groups pressing the main attack on the Merville battery. They were able to do this by attacking the main gate and creating as much distraction and havoc as possible.

Cost	170pts (Veteran)
Composition	One NCO and six men
Weapons	NCO and three men with rifles, two PIATs, two LMGs
	- Add up to four men with rifles for +14pts each - NCO may have an SMG for +3 points

Options	- Add another PIAT for +26pts. Another man becomes the loader - Add another LMG for +20pts. Another man becomes the loader
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Split Fire: The PIATs in this section may fire at a different target from the rest of the squad as if they were a single shot weapon.

PARACHUTE FIRE SUPPORT GROUP

The role of the fire support groups in the Merville assault, was to provide covering fire to the assault and breaching groups. They, along with snipers and anti-tank rifle teams, were to target the firing slits of the casemates.

Cost	110pts Veteran
Composition	One NCO and four men
Weapons	NCO and 2 men with rifles, 2 LMGs
Options	- Add up to five men with rifles for +14pts each - NCO may have an SMG for +3 points - Add up to two LMGs for +20pts each - The entire section may have anti-tank grenades for +2 points each
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Tank hunters (if anti-tank grenades are taken)

PARACHUTE RECON PARTY

The Battery Reconnaissance party led by Major G.E. Smith, was a small force of five men. Their role was to arrive at the Merville battery early and deduce how effective the bombing raid had been and scout the battery, providing Lt. Colonel Otway with a full report. In the darkness they were able to locate the enemy's positions.

Cost	54pts (Veteran)
Composition	Three men
Weapons	SMGs
Options	- Add up to two men with SMGs for +18pts each

Special Rules

- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers.
- Recon troops: Having scouted ahead, the party knows the target area inside out. The unit spots hidden enemy units at 18" rather than the normal 12".



Airborne Special Assault Section

PARACHUTE SPECIAL ASSAULT SECTION

Created from A Company, the Special Assault Party along with Royal Engineers of the 591st Parachute Squadron Royal Engineers were to land by glider within the Merville battery and join the assault on the casemates. They were armed with submachine guns and grenades.

Cost	85pts (Veteran)
Composition	One NCO and four men
Weapons	SMGs
Options	- Add up to five men with SMGs for +17 pts each - The entire squad may have anti-tank grenades for +2 per model
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Tank hunters (if explosives are taken)



British Airborne Bren gun team

PARACHUTE TAPING PARTY

The Taping party's role was to make straight for the Merville battery and clear routes through the outer minefield up to the inner barbed wire. Unfortunately, they lost their tape and their mine detectors in the jump. They still were able to clear some routes through the minefield by hand in the darkness, marking the routes by dragging their feet on the ground.

Cost	70pts (Veteran)
Composition	One NCO and four men
Weapons	Rifles
Options	- Add up to five men for +14pts each - The NCO and up to four soldiers may be armed with SMGs for +3 pts each - The entire squad may have anti-tank grenades for +2 pts per model - Equip section with mine clearing gear for +1 point per model.
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Mine clearing gear: Units with this special get +2 on the mine clearance table (see here) when clearing minefields.

PIONEER SECTION

The Pioneers were infantry men with the skill and training to build field fortifications and destroy the enemy's fortifications. The assault companies on D-Day landed with a section of these men armed with Bangalore Torpedoes. Their work on D-Day was indispensable.

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Cost	50pts (Regular), 65pts (Veteran)
Composition	One NCO and four men
Weapons	Rifles
Options	- Add up to four men with rifles for +10pts each (Regular) or +13 pts each. (Veteran) - The NCO and another man may have an SMG instead of rifles for +3pts each - One soldier may be equipped with a light machine gun instead of a rifle for +20pts while another man becomes the loader - The squad can be equipped with anti-tank grenades for +2pts per man - Equip the squad with Bangalore Torpedoes for +10pts
Special Rules	- Tank hunters (If anti-tank grenades are taken) - Engineers: Count as engineers in games where barbed wire and minefield special rules are used. - Bangalore torpedoes: (If taken) Bangalore Torpedoes were long plastic tubes filled with explosive. Bangalore Torpedoes were designed to clear mines, barbed wire and other obstacles from a distance. To use Bangalore Torpedoes the breaching party must start their turn within 2" of the target then Advance outside of 2" of the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate a Bangalore torpedo all friendly units must be outside of 2" of the target (refer to blow it up rules for minefields, use the same rules for barbed wire. See here).

ROYAL ENGINEER DEMOLITION TEAM

Each British combat division had an Engineer company attached to it for all the engineering tasks needed by the division. The company consisted of 250 men, distributed through the division. On D-Day the engineers along with Hobart's Funnies were tasked with clearing the beaches of obstacles and to take on the fortifications of the Atlantic Wall.

Cost	65pts (Regular), 80pts (Veteran)
Composition	One NCO and four men
Weapons	Rifles and explosives
Special Rules	- Tank hunters (If explosives are taken) - Engineers: Count as engineers in games where barbed wire and minefield special rules are used. - Explosives: Armed with explosives, these engineers can blow up all manner of fortification. Used in the same way as HE is used to blow up buildings, bunkers, bridges minefields or tank traps. Explosives have an HE rating of 4" using 3D6 to blow up these targets. To use explosives the engineer team must start their turn adjacent to the target then Advance at least 4" away from the target. At that point

	the explosives detonate and the player tests to see if the target is destroyed. To detonate explosives all friendly units must be outside of 4" of the target (refer to buildings, bunkers and minefield rules).
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SAS DECEPTION TEAM

Born from the genius of the eccentric, but brilliant, Captain David Stirling, the SAS had already forged a reputation as masters of irregular warfare in the deserts of North Africa and in other regions bordering the Mediterranean. From mobile raids in fast machine gun-toting jeeps, sabotage behind enemy lines, and in leading bands of partisans and resistance fighters, the versatility of the SAS knows no bounds. Neither does its élan, Who Dares Wins! The SAS Deception team represents small SAS teams equipped for deception operations in western Europe.

Cost	44pts (Veteran)
Composition	Two men
Weapons	SMGs
Options	- Add up to two men with SMGs for +22 pts each - The team may be equipped with an improvised bomb for +15 pts
Special Rules	- Who Dares Wins!: To represent their special training and motivation SAS deception teams have the Fanatics special rule. - Behind Enemy Lines: When outflanking, SAS Deception teams ignore the -1 modifier on their order test to come onto the table. - Deception: Before they made their way to this battlefield the Deception team has been busy setting up deception devices to distract and disorientate the enemy. Enemy units coming in from reserve suffer a further -1 to their order test to come onto the table. - Improvised Bomb (if taken): Once per game an SAS team can set up a booby trap. To set up a booby trap give the SAS Deception team a Fire order then place a booby trap marker (20mm in diameter) in base contact with one of the unit's models. When an enemy unit comes within 3" of the marker, finish their move, then roll a dice. On a roll of 5 or 6 they spot the trap and avoid it. On a roll of 1, 2, 3, or 4 the booby trap is triggered and ignites. The explosion has the same impact as a light howitzer shell. HE 2". Friendly units cannot trigger the bomb.



SAS Deception Team

591ST PARACHUTE ENGINEERS

Members of the 591st Parachute Squadron R.E. (Royal Engineers) were sappers with the assignment of blowing up the Merville guns and adding greater firepower to the assault of the casemates with the deployment of their flamethrowers. Landing by glider, they would have to survive the landing and hope they caught the Germans by surprise.

Cost	85pts (Veteran)
Composition	One NCO and four men
Weapons	SMGs
Options	- Add up to two men with SMGs for +17 pts each - One man can have flamethrower instead of an SMG for +17 pts, another man becomes the assistant - The section can be given explosives for +3 pts per man
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Tank hunters (If explosives are taken) - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Explosives: Armed with rings of explosives, these engineers can blow up all manner of fortification. Used in the same way as HE is used to blow up buildings, bunkers, bridges minefields or tank traps. Explosives have an HE rating of 4" using 3D6 to blow up these targets. To use explosives the engineer team must start their turn adjacent to the target then Advance at least 4" away from the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate explosives all friendly units must be outside of 4" of the target (refer to buildings, bunkers and minefield rules. See here).

VEHICLES

TANKS

DD SHERMAN (BRITISH)

One of Major General Hobart's funnies, the Duplex Drive Sherman was the only one of Hobart's specialised tanks to be used by the Americans on D-Day. The 33-ton Sherman was made amphibious by raising a watertight canvas screen around the tank. The screen displaced enough water to float the tank. The DD Sherman also had rear mounted propellers powered by the tank's engine which propelled the tank toward shore. The DD Shermans that landed on the British beaches were launched much closer to the beach due to the rough seas with a much greater success rate than those that landed on Omaha. Some of the British tank commanders also opted to not launch the DDs at all and instead land them directly on the shore line as the 743rd Battalion had done on Utah beach.

Cost	205pts (Regular), 225pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG.
Damage Value	9+ (medium tank)
Special Rules	- HE: Instead of having an HE (1") rating usually given to a medium AT gun, the Sherman's medium antitank gun has a rating of HE (2"). - Amphibious - Floatation Screen: DD Shermans, while moving through deep water during any part of their move, may not fire any of their weapons. DD Shermans starting their turn in shallow water may lower their floatation screens and fire their weapons normally.

TOP SECRET

THE BRITISH 79th ARMoured DIVISION

On the morning of June 6th 1944, many a German was left in astonishment at the sight of Allied tanks swimming to the shoreline, tanks churning through minefields with giant flailing chains, tanks crossing ground that seemed impassable. They were left in terror as Churchill tanks demolished pillboxes with Petard mortars or sent jets of flame across the battlefields to burn the occupants of

bunkers. These tanks were Hobart's 'funnies'. Designed to take on every engineering task and overcome any man-made obstacle. The specialised tanks of the British 79th Armoured were deployed on the British/Canadian beaches with phenomenal success. Their deployment made what seemed a daunting proposition, an almost foregone conclusion.

The 79th Armoured Division was created as a response to the failure of Dieppe. The disastrous Dieppe raid taught the Allies two tactical lessons. The need for overwhelming firepower to support any landing against fortified targets and the need for specialised tanks to support the infantry by taking on enemy strongpoints and overcoming German obstacles blocking any progress off the beach.

Prime Minister Winston Churchill personally selected Major General Percival Hobart to command the 79th. A tank expert and enthusiast he also had the technical knowhow to oversee the designing, testing, and building of the modifications to the tanks of his division. Hobart and his staff designed twelve modifications for the Churchill and Sherman designs, from the swimming Sherman to the flame-throwing Churchill Crocodile designed to meet the Allies' D-Day needs.

Hobart's tanks were distributed among the British, Canadian, and American forces landing on D-Day. The Americans though only accepted the Duplex Drive Shermans, a decision they would regret on D-Day in the aftermath of the slaughter on Omaha beach.

SHERMAN CRAB

Adoption of the flail tank concept began with earlier tank designs on the sands of North Africa. The flail was used as a mine clearer on the Matilda, Valentine, and Grant designs. By D-Day both the British and Americans adopted the Sherman Crab to clear the way.

Cost	200pts (Regular), 220pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG
Damage Value	9+ (medium tank)
Special Rules	- HE: Instead of having an HE (1") rating usually given to a medium AT gun, the Sherman's medium antitank gun has a rating of HE (2") - Easily Catches Fire: If a roll on the damage table results in the vehicle catching fire add D3 pins rather than just one before taking a morale test. - Mine Flail: When you give this unit an Advance order you can activate the mine flail. When the mine flail is active, it automatically clears any anti-personnel minefield section the tank moves into. If it moves into an anti-tank section, it clears it automatically, but the flail is destroyed and cannot be used any longer in the game. The model cannot fire in its front arc in the same turn it activates the mine flail.

SHERMAN DOZER (BRITISH)

Attached to engineer units the Sherman Dozer mounted a bulldozer blade on

the front of its chassis to assist in engineering tasks from digging up obstacles, eliminating mine fields, overcoming ditches and craters and demolishing structures. The concept was first implemented by the British in North Africa. The Americans saw the success of the British dozer tanks and decided that such a machine would also be useful for American engineering units to use. The Sherman dozer adaption was perfect for the jobs engineers would be tackling on D-Day.

Cost	205pts (Regular), 225pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG
Damage Value	9+ (medium tank)
Special Rules	- Bulldozer Blades: Tanks with dozer blades can clear an adjacent obstacle (e.g. tank traps, beach obstacles, barbed wire, walls, bocage hedgerow etc) by receiving a Down order. The gap in the obstacle becomes rough ground. Tanks equipped with Bulldozer Blades can assault buildings even though they are not heavy or super heavy tanks. When rolling to damage a building during an assault add +2 to the D6 roll that is added to the tank's armour. - Easily Catches Fire: If a roll on the damage table results in the vehicle catching fire add D3 pins rather than just one before taking a morale test. - HE: Instead of having an HE (1") rating usually given to a medium AT gun, the Sherman's medium antitank gun has a rating of HE (2")

CHURCHILL AVRE (NORMANDY)

The Churchill AVRE (Armoured Vehicle Royal Engineers) was an engineering marvel that fitted into many engineering roles. It replaced the 75mm and 6-pounder of the standard Churchill marks with a powerful 290mm Petard mortar designed to demolish even the thickest concrete and steel pillboxes and barriers. The AVRE fired a round known as the flying dustbin because of its large size and square shape. The AVREs carried attachments to suit many different purposes such as bridging, towing, creating paths through difficult terrain and clearing paths through minefields. The AVRE was the Swiss army knife of the Royal Engineers.

Cost	290pts (Regular) 348pts (Veteran)
Weapons	One turret-mounted 'petard mortar' heavy howitzer with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)

Options	- Replace Petard mortar for a medium anti-tank gun for -25pts - players may add the following attachments to their AVREs: - ARC: -120pts (See below) - Bobbin: +5pts (See below) - Bullshorn Plough: +20pts (See below) - Fascine: +5pts (See below) - Small Box Girder: +10pts (See below)
Special Rules	- Slow - Petard Mortar: The heavy howitzer fitted on the Churchill AVRE cannot fire at long range

TOP SECRET

HOBERT'S AVRE ATTACHMENTS

There were several attachments added to the AVRE. An AVRE may never have more than one of them.

- **ARC (Armoured Ramp Carrier):** These AVREs had their turrets removed and two large ramps attached at either end. The purpose was to use the vehicle as a small bridge or ramp, allowing other vehicles to drive right over it. You may replace all weapons with a ramp assembly for -120pts. Whenever you give a Down order to this unit, you may mark it as having its ramps extended. While ramps are extended the vehicle cannot move, but other vehicles may drive over it and 3" in front and behind it, treating the area as open ground, though vehicles may not use run orders to cross. You must give the ARK a further Down order to fold the ramps back up before you can move the vehicle again.

- **Bobbin:** This was a large roll of canvas cloth reinforced with steel poles. The canvas would unroll as the tank moved forward, leaving a carpeted trail for other tanks to follow, while keeping them from sinking into the soft sand on the beaches. You may add a Bobbin attachment to your AVRE for +5pts. When you give the AVRE an advance order, it may lay a trail of canvas behind it as it moves – mark the area moved over in some fashion, for example, with a painted layer of paper. Other vehicles treat this area as open ground. Whenever you give a Down order to this unit, you can remove the bobbin. The model cannot fire its turret-mounted guns in the front arc until the bobbin has been taken off.

- **Bullshorn Plough:** This device, affixed to the front of the tank, would plough up mines buried in its path. You may add a bullshorn plough to your AVRE for +20pts. When you give this unit an Advance order, it automatically clears any anti-personnel minefield sections it moves into. If it moves into an anti-tank minefield section, it clears it automatically, but the plough is destroyed and cannot be used any longer in the game.

- **Fascine:** This was a low-tech solution to the problem posed by ditches to tank movement. Consisting of a large bundle of wood with a metal pipe core, it is dumped into a small ditch to form a bridge. You may add a single fascine to your AVRE for +5pts. Whenever you give a Down order to this

unit, you can drop its fascine – a 3" long by 4" wide area of terrain in front of the tank becomes open ground. The model cannot fire its guns in the front arc until the fascine has been dropped.

- **Small Box Girder:** These impressive devices could unfold in 30 seconds and form a bridge 30 feet across. You may add a small box girder to your AVRE for +10pts. Whenever you give a Down order to this unit, you can drop its girder – a 6" long by 4" wide area of terrain in front of the tank becomes open ground. The model cannot fire its guns in the front arc until the girder has been dropped.

NEW GERMAN UNITS



INFANTRY SQUADS AND TEAMS

INFANTRY

FUSILIER SQUAD

The 352nd Fusilier Battalion were the 352nd Infantry Division's most mobile infantry unit. Equipped with trucks and bicycles they were an integral part of Kampfgruppe Meyer. The 91st Luftlande Division was also equipped with fusilier battalion which filled a similar role for that unit.

Cost	60pts (Regular), 65pts (Veteran)
Composition	One NCO and four men
Weapons	Rifles
Options	- Add up to five men with rifles for +13pts each. - The NCO and up to six additional men can have submachine guns instead of rifles for +3pts each - Up to two men can be equipped with light machine guns for +20pts each – for each light machine gun included another man becomes the loader - Up to four men can have a panzerfaust in addition to other weapons for +5pts each - The entire squad may be equipped with bicycles for +1pt per man
Special Rules	- Tank hunters (if anti-tank grenades are taken) - Bicycles (if taken)

GREEN GRENADIER SQUAD

Green Grenadier squads represent the bulk of the Static Divisions which were filled with mostly inexperienced young conscripts but also old men, foreigners, and a few veterans with permanent injuries from previous campaigns.

Green Grenadier Squads can also be used to represent other inexperienced or poorly trained German units thrown into the thick of front line combat.

Cost	35pts (inexperienced)
Composition	One NCO and four men
Weapons	Rifles

Options	- Add up to five men with rifles for +7 pts each - The NCO & up to two men can have SMGs instead of rifles for +3pts - One man can have a light machine gun for +20pts, another man become loader - Up to one man can have a Panzerfaust in addition to the other weapons for +5pts
Special Rules	- Tank Hunters (if anti-tank grenades are taken) - Green

ROA (RUSSIAN LIBERATION ARMY) FANATICS

Though most of the Russians and Poles fighting in the Ost Battalions were poorly motivated and willing to surrender at the first opportunity there some that fought bitterly to the end. These were mainly anti-Communist Russians and prisoners of war that had joined Andrey Vlasov's Russian Liberation. On hearing that the Americans would return them to Russia if captured some of these troops were determined to resist capture and fought doggedly on D-Day.

Cost	50pts (Inexperienced)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 men with rifles for +10pts each. - The NCO can have submachine guns instead of rifles for +3pts. - Up to 1 man can be equipped with light machine guns for +20pts- another man becomes the loader. - Up to 1 man can have a panzerfaust in addition to other weapons for +5pts - The entire squad may be equipped with bicycles for +1pt per man
Special Rules	- Fanatics

TOBRUK MACHINE GUN TEAM

Two- man machine gun teams used to man Tobruk positions.

Cost	28pts (Inexperienced), 40pts (Regular), 52pts (Veteran)
Team	2 men
Weapon	1 Medium machine gun
Special Rules	- Team weapon - Fixed - May only be deployed in Tobruk positions.

ARTILLERY

ANTI-TANK GUNS

47MM PAK 181(F)

The 47mm PaK 181(f) was the redesignated French APX *canon de 47 mm semi-automatique mle 1937* used in limited numbers during the Battle of France. This weapon was used throughout Normandy, deployed on the Atlantic Wall.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapon	1 medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

50MM KWK38 AND 39

The 50mm KwK 38 and 39 weapons were tank cannon from the now obsolete Panzer III. The Germans found a new use for these weapons in Normandy. Used in combination with Vt600 mounts they were a common presence on the invasion beaches.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	Three men
Weapon	One medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed - Fortification gun: The 50mm KwK 38 and 39 guns were taken from early war Panzer III tanks and put into fortifications on the Atlantic Wall. 50mm KwK 38 and 39 guns can only be deployed in a Vt600 position or upgraded Vt600SK casemate during deployment and cannot be held in reserve. They can only be taken in lists that also have Vt600 positions.

PAK 97/38(F)

The PaK 97/38 was the French cannon 75 de modele 1897 fitted with a Swiss muzzle brake, making it a more effective anti-tank weapon. The PaK 97/38 was capable of taking on the front armour of a Sherman and the side and rear of a Churchill.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	Three men
Weapon	One medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

VEHICLES

TANKS

CONVERTED VICKERS MK VI, AKA '10,5 CM LEFH-16 AUF GESCHÜTZWAGEN AUF FAHRGESTELL MK VI 736 (E)'

The Vickers light tank had been in the British arsenal since the late 1930s, and had been deployed liberally in France. As such, there were lots of them for Becker to work with while he was deployed there after the fall of France. The chassis proved to be quite useful, as it had a reasonable amount of carrying power and could manage acceptable travel speeds. By all accounts, Becker's conversion of these tanks was completely unofficial, so he was technically risking a reprimand. He took his special battery of motorized 105s to the Eastern Front where they performed admirably. Eventually, they would all be destroyed in battle against the Russians, but by then Becker's reputation had been earned.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapon	1 forward-facing medium howitzer and 1 forward-facing crew-operated pintle-mounted MMG
Damage Value	7+ (Armoured Carrier)
Special Rules	- Open-topped - The crew can either fire the MMG or the main gun, but not both.

FLAMMPANZER B2(F)

The German Wehrmacht captured many French tanks with the capitulation of the French army in 1940. Early in 1941 an order was made to convert the Char B1 bis into a flame throwing tank – the aim to have them ready to take part in Operation *Barbarossa* on the Russian Front. Replacing the original hull-mounted 75mm gun with a flamethrower on a ball mount and the addition of a large fuel tank at the rear of the hull gave the Wehrmacht the vehicle they needed. Overall around 60 Char B1 bis tanks were converted into the Flammpanzer – these flame throwing tanks saw action in Russia, the Balkans,

Normandy and during Operation *Market Garden*.

The Flammpanzer B2(f) is a Tank for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It is also a Tank for the following Theatre Selectors of the *Armies of Germany* book: Operation Barbarossa; Operation *Blue*; Stalingrad, Death on the Volga; Operation Citadel; Anti-partisan Security Patrol; Defence of the East; Defence of Italy; Atlantic Wall Resistance Nest; Normandy; Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.

Cost	204pts (Inexperienced), 255pts (Regular), 306pts (Veteran)
Weapon	1 turret-mounted medium anti-tank gun with coaxial MMG, 1 forward-facing hull mounted flamethrower
Damage Value	9+ (medium tank)
Special Rules	- Slow - One-man turret: Combining the roles of commander, gunner and loader into together and squeezing the man responsible into a tiny one-man turret means it's hard to do different things at once! To represent this, it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned. - Armoured all round: The Char B1 was almost as heavily armoured at the sides and rear as at the front – so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value. - Flammpanzer: Flame throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the Bolt Action rulebook.

HOTCHKISS H35 AND H39 (PANZER 35H/38H)

When first coming off the assembly line in the mid 1930's, the Hotchkiss H35 was an innovative design, with a cast steel structure and thick armour for the time. It also had its shortcomings, and with the outbreak of Second World War these problems became apparent. Slow speed, it's one-man turret, and the its underpowered gun were all problems that plagued the Hotchkiss design in combat.

With the fall of France, 550 Hotchkiss H35/39s were put into German service, designated the Panzerkampfwagen 35H and the Panzerkampfwagen 38H. Some were used for police and occupation duties while others were sent to German allies. Many also ended up in Normandy serving as training tanks in replacement and training tank battalions. During the Normandy campaign

many Hotchkiss 35/39 tanks saw battlefield modifications such as the addition of the Wurffrahmen heavy rocket launching frames.

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial MMG
Damage Value	8+ (light tank)
Options	- Upgrade the low-velocity light anti-tank gun to light anti-tank gun (SA38) for +10pts - Add mitb 28/32cm Wurffrahmen rocket launcher frame for +40pts (a forward facing multiple rocket launcher is added to this tanks weapons).
Special Rules	- One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned. - Low velocity light anti-tank gun: The H35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4. - Multiple launcher (If mitb 28/32cm Wurffrahmen is taken)

RENAULT FT

The FT17 was revolutionary design of the First World War, by the outbreak of the Second World War it was hopelessly outdated. It had paper thin armour, moved at a crawl, and was under-gunned.

After the fall of France the Germans used the various FT models they had captured off the French as a training tank. When the Allies invaded Normandy the 91st and 709th Divisions had tank training battalions attached to them. The grandfather of the World War Two tank had no choice but to face it's more sprightly descendants.

Cost	28pts (Inexperienced), 35pts (Regular), 42pts (Veteran)
Weapons	1 turret-mounted MMG
Damage Value	7+ (armoured carrier)
Special Rules	- One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned. - Slow... Pitifully Slow: The Renault FT is a Slow tank as defined by the rules and, in addition, we do not allow it to make a double-speed Run move at all. It can still be given a Run order (thereby avoiding the 'One-man Turret' rule) but moves at its

	basic speed only.
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PANZER 35R (RENAULT R35)

The Renault R35 was a light two-man tank designed in the 1930s and built from 1936 onwards. It was the most numerous modern tank in the French Army with over 1,500 made. For a supposedly 'light' tank it was relatively heavily armoured and consequently also rather slow at about 12mph. Its main armament was an ineffectual low-velocity 37mm gun of World War I vintage. This was the Puteaux SA18, the same as the weapon mounted onto a Renault FT during World War I and intended to be used against entrenched troops and machine gun nests. It was capable of piercing only about 12mm of armour at best. Captured Renault R-35 tanks were issued to garrison and training units across France. Large numbers were captured during the 1940 invasion and saw service with second line and anti-partisan units. They were a mainstay of the Panzer training and replacement battalions in Normandy.

Cost	96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun and 1 forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
Options	- Upgrade the low-velocity light anti-tank gun to light anti-tank gun (SA38) to represent R40 or up-rated R35 for +10pts
Special Rules	- One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this, it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned. - Armoured all round: The R35 was almost as heavily armoured at the sides and rear as at the front – so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value. - Low velocity light anti-tank gun: The R35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4. - Slow

SOMUA S35

Though it had it's strengths in 1940, by 1944 when the Germans were using them against Shermans and M10s, the SOMUA S35s, now redesignated the Panzer 35S, was outclassed in every way. They received a mauling from their

modern American counterparts and the modern anti-tank weaponry now wielded by American infantry.

Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial MMG
Damage Value	8+ (light tank)
Special Rules	- One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned. - Improved front armour: The Somua's relatively thick and well-sloped frontal armour has a rating of +1 giving it the same frontal value as a medium tank (9+)

TANK DESTROYERS

'LORRAINE SCHLEPPER'

The Lorraine 37L was tracked armoured vehicle originally designed to ferry fuel and ammunition to tank units on the battlefield. Its suspension system was considered to be highly reliable, making it an attractive platform for one of Becker's conversions. On the Eastern Front, the Germans were having trouble facing Russian tanks. Their standard anti-tank gun, the PaK 36, was barely able to penetrate the sloping armour of their targets and proved difficult to get into place. While newer models were in development, a stopgap measure was needed to keep the beleaguered German troops from being overrun. The answer was Becker's Marder series. Becker took the Lorraine chassis, as well as several Hotchkiss H35 captured French tanks, and added a 75mm PaK 40, or a captured Russian 76mm F-22. The result was a mobile anti-tank gun that could bring valuable anti-tank support to infantry advances. Later, models sporting the 10.5cm leFH18 Howitzer, as well as the larger 15cm sFH 13 Howitzer made an appearance.

The Lorraine Schlepper is a Tank Destroyer for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It is also a Tank Destroyer for all Theatre Selectors of the *Armies of Germany* book that allow a Marder I.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
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Weapon	1 forward-facing medium anti-tank gun or medium howitzer
Damage Value	7+ (Armoured Carrier)
Options	- May exchange the main gun for either a heavy anti-tank gun or a heavy howitzer for +40pts
Special Rules	- Open-topped

PANZERJÄGER 35R

At the conclusion of the Battle of France, the German army had in their possession 850 French Renault R35s. Equipped with the low velocity 37mm infantry support gun, the Germans decided to up gun 100 of the R35s. Using the R35 chassis the Germans built a thinly armoured superstructure on top, mounting a Czech 47mm anti-tank gun. A few Panzerjäger 35Rs were used by Panzer Abteilung 101 which was attached to the 709th Infantry Division on D-Day.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapon	One Forward-facing medium anti-tank gun
Damage Value	7+ (armoured carrier)
Special Rules	- Open-topped

SF39H ASSAULT GUN

The SF39H was built on the chassis of a French Hotchkiss H39 tank. A superstructure was built on the chassis to house either a PaK 40 anti-tank gun or a 150mm howitzer so SF39Hs could either fill the role of tank destroyer or mobile artillery. The SF39H had decent armour for a vehicle of this type. It averaged an armour thickness 35mm all round the vehicle. The SF39H was a mainstay of the 21st Panzer Division throughout the Normandy campaign.

Cost	168pts (Inexperienced), 210pts (Regular), 252pts (Veteran)
Weapon	One forward-facing heavy anti-tank gun, one pintle-mounted MMG with 360-degree arc of fire
Damage Value	8+ (light tank)
Options	- Replace Heavy anti-tank gun with a Medium howitzer for -35pts
	- Open-topped - Equal thickness: The armour of the SF39H was of identical thickness all around

Special Rules	its superstructure. No modifiers apply for penetration when shooting at the sides or rear of this vehicle.
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UNIC U304(F) ARMoured HALFTRACK WITH PAK 36

Some captured French Unic P107 artillery tractors were converted to carry a PaK 36 and were normally used as Platoon command vehicle.

The U304(f) is a Tank Destroyer for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It is also a Tank Destroyer for the following Theatre Selector of the *Armies of Germany* book: Normandy.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapon	1 hull-mounted forward-facing light anti-tank gun
Damage Value	7+ (Armoured Carrier)
Special Rules	- Command Vehicle - Open-topped

SELF-PROPELLED GUNS

SOMUA MCG HALFTRACK

The SOMUA was a halftrack truck devised by the French as an artillery tractor as well as a tank recovery vehicle. It was a reliable vehicle that handled well, but it was the vehicle's large truck bed that caught Becker's attention. After covering it with armour plates, he tried the basic anti-tank variant, mounting a 7.5cm PaK 40. Seeing greater potential, he made a version sporting a Nebelwerfer multiple rocket launcher. His most innovative version would mount a weapon of his own design – the *Reihenwerfer*, a tightly knit battery of up to 20 81mm mortars!

The MCG halftrack is a SPG for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It is also a SPG for the following Theatre Selector of the *Armies of Germany* book: Normandy.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapon	1 forward-facing multiple launcher
Damage Value	7+ (Armoured Carrier)

Options	- May exchange the multiple launcher for a forward-facing heavy anti-tank gun for +45pts
Special Rules	- Open-topped - Multiple launcher (unless option is taken)

UNIC U304(F) ARMoured HALfTRACK AA OR MORTAR CARRIER

Some captured French Unic P107 artillery tractors were converted to carry support weapons, like the variants depicted in this entry.

The U304(f) is a SPG/AA vehicle for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It is also a SPG/AA vehicle for the following Theatre Selector of the *Armies of Germany* book: Normandy.

Cost	68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Weapon	1 light automatic cannon with a 360-degree arc of fire
Damage Value	7+ (Armoured Carrier)
Options	- May add one additional pintle-mounted MMG covering the rear arc for +15pts - Replace automatic cannon with a hull-mounted forward-facing medium mortar (losing the Flak rule) at +15pts
Special Rules	- Open-topped - Flak



German Unic P107 Halftrack

TRANSPORTS AND TOWS

LAFFLY HEAVY TRACTORS

The Laffly S25T and S35T were heavy gun tractors of 5.5 tonnes and 8 tonnes respectively, both were capable of towing the heaviest artillery pieces in the

French Army, and both were also used as the basis for engineering and recovery vehicles. The S45T at 8.2 tonnes was a tank recovery vehicle and transporter. All these vehicles are similar in appearance and all have the familiar Laffly 6x6 configuration. Other heavy tractors available include the Latil TAR. Captured models of the Laffly Heavy tractors were also used extensively by the Germans. The 21st Panzer Division relied on them to move their heavy equipment in the battle for Normandy.

Cost	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Tow	- Any howitzer, anti-tank gun, or anti-aircraft gun



German Officers in Conference

NEW US UNITS



INFANTRY SQUADS AND TEAMS

INFANTRY

AIRBORNE ENGINEERS

The US 82nd and 101st Airborne Divisions had airborne engineer battalions to give them the engineering support they needed in their missions behind enemy lines. The airborne engineer battalion was a mixed glider/parachute formation with two companies landing in gliders with the heavier engineering equipment, whilst one company was paratropped with the initial waves. Airborne engineers performed the usual engineering tasks with emphasis on demolition work which much of the Airborne's objectives required.

Cost	78pts Veteran
Composition	One NCO and five men
Weapons	M1 Garand rifles or carbines.
Options	- Add up to six men with rifles for +13 pts each - The NCO & up to two men can have SMGs instead of rifles for +3pts - One man can have a light machine gun for +20pts - The squad can be equipped with anti-tank grenades for +2pts per man
Special Rules	- Tank Hunters (If explosives are taken) - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Bangalore Torpedoes: Bangalore Torpedoes were long plastic tubes filled with explosive. Bangalore Torpedoes were designed to clear mines, barbed wire & other obstacles from a distance. To use Bangalore Torpedoes the Breaching party must start their turn within 2" of the target then Advance outside of 2" of the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate a Bangalore Torpedo all friendly units must be outside of 2" of the target (refer to blow it up rules for minefields, use the same rules for Barbed wire, see here). - Explosives: Armed with explosives, these engineers can blow up all manner of fortification. Used in the same way as HE is used to blow up buildings, bunkers, bridges, minefields or tank traps. Explosives have a HE rating of 4" using 3D6 to blow up these targets. To use explosives the engineer team must start their turn adjacent to the target then Advance at least 4" away from the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To

	detonate explosives all friendly units must be outside of 4" of the target (refer to buildings, bunkers and minefield rules, see here and here).
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AIRBORNE PATHFINDERS SQUAD

The Pathfinders section is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It is also an Infantry Squad for any Theatre Selectors of the *Armies of the United States* book that include paratroopers or glider infantry squads.

Cost	90pts Veteran
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 6 additional men with rifles for +15pts each - The NCO and up to 5 men can have submachine guns instead of rifles for +3pts each
Special Rules	- Stubborn: Pathfinders don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - LZ Signals: If you deploy at least one unit of Pathfinders on the table before the game starts (i.e. the Pathfinders are not in the first wave or in reserve), then any friendly paratroopers and glider units in reserve may re-roll failed Order tests to come onto the table.

BEACH ASSAULT SQUAD

The US boat section cut the US platoon down from 40 men to 31 to fit them into the Higgins boat landing craft. The US boat sections were specifically armed to take on fortifications. Equipped with wire cutters and Bangalore torpedoes to take on barbed wire and thoroughly trained for the task, the US Beach Assault Squad has what it takes to breach Hitler's Atlantic Wall.

Cost	60pts (Regular), 78pts (Veteran)
Composition	One NCO and five men
Weapons	M1 Garand rifles
Options	- Add up to six men with rifles for +10pts each (Regular) or +13 pts each. (Veteran) - The NCO may have an SMG instead of a rifle for +3pts - Up to two men can be equipped with BAR automatic rifles instead of rifles for

	+5pts each - The squad can be equipped with anti-tank grenades for +2pts per man - Equip the squad with Bangalore Torpedoes for +10pts
Special Rules	- Tank hunters (if anti-tank grenades are taken) - Wire cutters: US Beach assault squads count as engineers in games where barbed wire rules are used. - Bangalore torpedoes: Bangalore torpedoes were long plastic tubes filled with explosive. Bangalore Torpedoes were designed to clear mines, barbed wire and other obstacles from a distance. To use Bangalore Torpedoes the unit must start their turn within 2" of the target then Advance outside of 2" of the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate a Bangalore torpedo all friendly units must be outside of 2" of the target (refer to blow it up rules for minefields, use the same rules for barbed wire see here).

BEACH DEMOLITION TEAM

US Beach Demolition Teams were small teams of engineers that landed with the first wave of the invasion. Their primary objective was the destruction of beach obstacles and German fortifications.

Cost	65points (Regular), 80pts (Veteran)
Composition	One NCO and four men
Weapons	M1 Garand rifles and explosives
Special Rules	- Tank hunters - Engineers: Count as engineers in games where barbed wire and minefield special rules are used. - Explosives: Armed with explosives, these engineers can blow up all manner of fortification. Used in the same way as HE is used to blow up buildings, bunkers, bridges, minefields or tank traps. Explosives have an HE rating of 4" using 3D6 to blow up these targets. To use explosives the engineer team must start their turn adjacent to the target then Advance at least 4" away from the target. At that point the explosives detonate and the player tests to see if the target is destroyed. To detonate explosives all friendly units must be outside of 4" of the target (see buildings, bunkers, and minefield rules here and here).



US Combat Engineers

ENGINEER SQUAD (NORMANDY)

Equipped to take on any engineering task the US Army needs done the engineers were perfectly suited to assaulting the fortifications of the Atlantic Wall. Equipped with demolition charges, Bangalore torpedoes and flamethrowers, the engineers have the know-how and the gear to get the job done.

Cost	50pts (Regular), 65pts (Veteran)
Composition	One NCO and four men
Weapons	M1 Garand rifles
Options	- Add up to three men with rifles for +10 pts (Regular) or +13pts (Veteran) each - The NCO and up to one man may have submachine guns instead of rifles for +3 pts each - Up to two men can be equipped with BAR automatic rifles instead of rifles for +5pts each - Up to one man can have a flamethrower instead of a rifle for +20pts. Another man becomes the assistant -The squad may be given explosives for +3pts per man
Special Rules	- Tank hunters (if explosives are taken). - Engineers: Count as engineers in games where barbed wire and minefield special rules are used. - Explosives: (if taken) Armed with explosives, these engineers can blow up all manner of fortifications. Used in the same way as HE is used to blow up buildings, bunkers, bridges, minefields or tank traps. Explosives have an HE rating of 4" using 3D6 to blow up these targets. To use explosives the engineer team must start their turn adjacent to the target then Advance at least 4" away from the

target. At that point the explosives detonate and the player tests to see if the target is destroyed (refer to buildings, bunkers, and minefield rules [here](#) and [here](#)).



US Airborne fire support in action

FORWARD NAVAL OBSERVER

Known as Naval Shore Fire Control Parties on D-Day, Forward Naval Observers back up the assault waves coming ashore on the Norman beaches with the big guns of the navy's cruisers and battleships waiting off shore. In the vital first hours of the invasion the assault troops relied heavily on the navy to give them the fire support they needed. Naval observers were attached to divisional HQs that would then assign them to units within the division. Some were also given parachute training and deployed among the parachute divisions dropped inland. While most of the observers were naval personnel some were from artillery units. The Forward Naval Observer simulates the utter devastation

caused by the large calibre guns of battleships and cruisers. To simulate the guns of the smaller warships like the destroyers that also provided off shore support, it is advisable that players use the standard Forward Artillery Observer rules instead.

Cost	150pts (Regular), 165pts (Veteran)
Composition	One Naval observer and up to two further men
Weapons	Pistol, SMG or rifle as depicted on the model
Options	- The observer may be accompanied with up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)
Special Rules	The naval forward observer uses the same rules as a forward artillery observer with the following modifications: - Fire for effect: When fire for effect is rolled on the artillery barrage chart (see page 82 Bolt Action rulebook) follow these rules: Roll a die for each unit, friend or foe within D6+9" of the aiming point. - On a result of 1–4 the unit is not hit directly but takes D3 pin markers from shock and blind terror. - On a roll of 5 the unit suffers a near miss. Infantry and artillery units suffer wounds. Place a 2" template over the target, resolve damage rolls with +2 penetration. If a vehicle suffers a near miss, the shock wave from the explosion either causes superficial damage or flips the vehicle over. After rolling a near miss result, the player conducting the barrage rolls another die. On a roll of 1 the near miss does nothing. - On a roll of 2, 3, or 4 the near miss causes superficial damage. Roll on the 'Damage Results on Vehicles' chart at a -3 to the roll and apply the results. On a roll of 5 or 6, the vehicle has flipped over. This renders the vehicle useless and is counted as destroyed. All units suffering a near miss receive D6 pin markers. On a result of 6 the unit takes a direct hit from a very large calibre naval shell. Place a 4" template on the target unit in the same way as HE shells and resolve hits with a pen value of +6. If the unit survives, it takes D6+2 pin markers. - Infantry and Artillery can go Down to halve the hits taken from both a near miss or a direct hit. Armoured targets are hit on the top armour. Near misses do not affect units in buildings or bunkers. If buildings or bunkers are hit directly from a Naval Artillery Barrage follow the same rules laid out on page 125 of the Bolt Action rulebook with the following difference: A Naval Artillery Barrage causes 3D6+2 damage (Instead of the regular 3D6).

PARATROOPER SQUAD (NORMANDY)

The tip of the American spear point, the US airborne were an elite of the US army. While the 82nd Airborne Division had seen combat in North Africa,

Sicily, and Italy the 101st were about to receive their baptism of fire. They didn't disappoint, demonstrating the superior training and fighting spirit of the US paratrooper. The major difference between this squad and that found in *Armies of the United States* is the allowance of a BAR which some units of the 82nd Airborne were issued.

Cost	78pts (Veteran)
Composition	One NCO and five men
Weapons	M1 Garand rifles or carbines
Options	- Add up to six men with rifles for +13 pts each - The NCO & up to two men can have SMGs instead of rifles for +3pts - One man can have a light machine gun instead of a rifle for +20pts or a BAR automatic rifle instead of a rifle for +5pts - The squad can be equipped with anti-tank grenades for +2pts per man
Special Rules	- Tank Hunters (if anti-tank grenades are taken)

VEHICLES

ARMOURED CARS

RECONNAISSANCE JEEP

Landing in Normandy by glider and by landing ship the recon jeep was a light reconnaissance vehicle used both by the airborne and the US cavalry troops on D-Day.

Cost	32pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
Weapons	One pintle-mounted MMG with a 360-degree arc of fire
Damage Value	6+ (soft skinned)
Special Rules	- Recce



US Army Reconnaissance Jeep

SELF-PROPELLED GUNS

MORTAR JEEP

Used by cavalry recon platoons as mobile fire support, the versatile jeeps can keep up with the agile recon vehicles and provide quick support when needed.

Cost	32pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
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Weapons	One Light mortar
Damage Value	6+ (soft skinned)

TANKS

DD SHERMAN (US)

One of Major General Hobart's 'funnies', the Duplex Drive Sherman was the only one of Hobart's specialised tanks to be used by the Americans on D-Day. The 33-ton Sherman was made amphibious by raising a watertight canvas screen around the tank. The screen displaced enough water to float the tank. The DD Sherman also had rear mounted propellers powered by the tank's engine which propelled the tank toward shore. On Omaha beach the rough seas proved disastrous for the DDs. Only two out of 29 tanks of the 741st Tank Battalion tanks swam to the beach. On Utah the 70th Tank Battalion had more success landing 29 of its 32 tanks.

Cost	205pts (Regular), 225pts (Veteran)
Weapons	One gyro-stabilised, turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted MMG on the turret for +15pts - May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts
Special Rules	- HE: Instead of having an HE (1") rating usually given to a medium AT gun, the Sherman's medium antitank gun has a rating of HE (2") - Amphibious - Floatation Screen: DD Sherman's while moving through deep water through any part of their move may not fire any of their weapons. DD Shermans starting their turn in shallow water may lower their floatation screens and fire their weapons normally.

SHERMAN DOZER (US)

Attached to engineer units, Sherman dozers mounted a bulldozer blade on the front of its chassis to assist in engineering tasks from digging up obstacles, eliminating mine fields, overcoming ditches and craters and demolishing structures. The concept was first implemented by the British in North Africa. The Americans saw the success of the British dozer tanks and decided that such

a machine would also be useful for American engineering units. By December 1943 American dozer tanks were on the front line in Italy. The Sherman dozer adaption was perfect for the jobs engineers tackled on D-Day.

Cost	205pts (Regular), 225pts (Veteran)
Weapons	One gyro-stabilised, turret-mounted medium anti-tank gun with co-axial MMG
Options	- May add a pintle-mounted MMG on the turret for +15pts - May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts
Damage Value	9+ (medium tank)
Special Rules	- Bulldozer Blades: Tanks with dozer blades can clear an adjacent obstacle (e.g. tank traps, beach obstacles, barbed wire, minefields, and bocage hedgerow) by receiving a Down order. The gap in the obstacle becomes rough ground. A Down order may also be used to fill in an anti-tank ditch. Tanks equipped with Bulldozer Blades can assault buildings even though they are not heavy or super heavy tanks. When rolling to damage a building during an assault add +2 to the D6 roll that is added to the tank's armour. - Easily Catches Fire: If a roll on the damage table results in the vehicle catching fire add D3 pins rather than just one before taking a morale test. - HE: Instead of having an HE (1") rating usually given to a medium AT gun, the Sherman's medium anti-tank gun has a rating of HE (2").



Luftwaffe Field Division troops clash with the Screaming Eagles

NEW THEATRE SELECTORS



NEW BRITISH THEATRE SELECTORS

BRITISH 6TH AIRBORNE REINFORCED PLATOON

BRITISH 6th AIRBORNE REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Infantry squads from: Paratroop sections

Plus:

Headquarters

0-1 Captain, Major, [Major Howard](#)

0-1 Medic

0-1 Forward Naval Artillery Observer or Air Observer

Infantry

0-4 infantry sections: Paratroop sections, Airborne Royal Engineer sections, Pathfinder sections

0-1 Machine gun team

0-1 Mortar team: light or medium

0-2 PIAT teams

0-1 sniper team

Artillery

0-1 gun From:

Field artillery: light M1A1 75mm

Anti-tank gun: 6-pounder or 17-pounder

Armoured Cars

0-1 British Airborne Reece jeep

Transport and Tows

0-1 Jeep per infantry unit in the reinforced platoon.

0-1 tow from: Jeep

MERVILLE ASSAULT (HISTORICAL)

MERVILLE ASSAULT (HISTORICAL) REINFORCED PLATOON

This reinforced platoon represents the actual depleted force Otway led into battle.

1 1st or 2nd Lieutenant

2 Paratroop sections

Plus:

Headquarters

0–1 Captain, Major or Lt. Colonel Otway (see [here](#))

0–1 Medic

Infantry

0–4 Infantry sections from: Paratroop sections (*Armies of Great Britain*), a maximum of one of each of the following units: Parachute Diversion section, Pathfinder section, Parachute Recon Party, Parachute fire support group. A maximum of two Parachute Breaching sections

0–1 Boys Anti-tank rifle team

0–1 Medium machine gun

0–1 Sniper



British Commando assault

MERVILLE ASSAULT (PLANNED)

MERVILLE ASSAULT (PLANNED) REINFORCED PLATOON

This reinforced platoon represents the force Otway planned to use in the operation.

1 Lieutenant. First or Second

2 Paratroop sections

Plus:

Headquarters

0–1 Captain, Major, or Lt. Col Otway (see [here](#))

0-1 Medics

0-1 Forward Artillery Observer

Infantry

0-4 Infantry sections: Paratroop sections, a maximum of one of each of the following units:591

Parachute Engineers, Parachute Special Assault Section. Parachute Diversion section, Pathfinder section, Parachute Recon Party, Parachute fire support group, Parachute Special Assault Section. A maximum of two Parachute Breaching sections.

0-2 Boys anti-tank rifle teams

0-1 Light or medium mortar team

0-2 Snipers

0-1 Medium Machine gun

Artillery

0-1 Anti-tank gun: 6-pounder

Transports and Tows

0-1 Tow from jeep



British Forward Observer Team

BRITISH/CANADIAN BEACH ASSAULT

BRITISH/CANADIAN BEACH ASSAULT REINFORCED PLATOON

The following reinforced platoon can be used to construct lists for any of the Infantry divisions involved in the beach landings, the 50th Infantry Division, the Canadian 3rd and British 3rd Infantry Divisions. It can also be used to construct lists for both the 1st and 4th Commando Special Service Brigades. For 3rd Canadian and 3rd British Infantry Division lists it is recommended that players use Regular units, while for lists based on the 50th Division veteran troops can be used.

1 1st or 2nd Lieutenant

2 Infantry Squads: Beach Assault sections or Commando/RM subsections

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic Team

0–1 Forward Observer: Naval, Artillery or Air

0–1 Lord Lovat

0–1 Major Kieffer

0–1 CSM Stan Hollis

0–1 Captain Colin Maud

Infantry

0–4 Infantry squads: Beach Assault sections, Commando/RMC subsections, a maximum of one of each of the following: Demolition teams, Pioneer sections

0–1 MMG team

0–1 Flamethrower team

0–1 Mortar team: Light or medium

0–1 PIAT team

0–1 Sniper team

Tanks, Tank Destroyers, Assault guns, Self- propelled artillery, and Anti-aircraft vehicles

0–2 Vehicles from: DD Sherman (see [here](#)), Sherman V, Sherman Crab, Sherman Dozer, Churchill AVRE, Churchill Crocodile, Cruiser tank MK VIII Centaur CS, M7 Priest, Sexton

Transports and Tows

0–1 landing craft per infantry, artillery and tank unit in the Reinforced platoon from: LCA (Landing craft assault), LCM (Landing craft mechanized), and DUKW amphibious trucks.



A British armoured column awaits orders

BRITISH/CANADIAN D-DAY (OFF THE BEACHES)

BRITISH/CANADIAN D-DAY REINFORCED PLATOON (OFF THE BEACHES)

This reinforced platoon represents the British forces that had moved off the beaches and were advancing inland in the later hours of D-Day morning and D-Day afternoon. In addition to the units of the regular divisions, this list can also be used for the various commando units and the 6th Airborne Division after they had been reinforced by the commandos and the British Army in the afternoon.

1 1st or 2nd Lieutenant

2 Infantry sections: Regular Infantry Section (mid/late), Veteran Infantry Section (late war),
Commando/RMC subsections, Paratroop sections

Plus:

Headquarters

0-1 Captain, Major, Major Howard, Lt Colonel Otway, Brigadier Lord Lovat, Major Phillip Kieffer, and
CSM Stan Hollis (see [here](#) and [here](#))

0-1 Medic team

0-1 Forward observer: Naval, Artillery, or Air

Infantry

0–4 Infantry sections: Regular Infantry Section (mid/late), Veteran Infantry Section (late war), Commando/RMC subsections, Paratroop sections, a maximum of two Airborne Royal Engineer sections, and Pioneer sections

0–1 Machine gun team

0–1 Mortar team: Light, medium, or heavy

0–1 Flamethrower team

0–1 Anti-tank team: PIAT team

0–1 Sniper

Artillery

0–1 gun from: Anti-tank gun: QF 6-pdr, QF 17-pdr Field artillery: Light Anti-aircraft gun: 40mm Bofors, 20mm Polsten gun

Armoured Cars

0–1 Armoured or Recce vehicle from: Recce Carrier, Humber Scout car, Humber Armoured Car Mk IV, Humber Light Reconnaissance Car, Daimler Armoured Car, British Airborne Recce jeep

Tanks, Tank Destroyers, and Self-propelled Artillery

0–2 vehicles from: Light Tank VII Tetrarch, Cruiser Tank Mk VIII Centaur CS, Churchill AVRE, Infantry Tank Mk IV Churchill Crocodile, Sherman V, Sherman IC Firefly, M10 Wolverine, M10 17-pdr Achilles, M7 Priest, Sexton, Machine Gun Carrier, Sherman Dozer, DD Sherman, Sherman Crab

Transports and Tows

0–1 Transport vehicle per infantry unit in the reinforced platoon from: Bren carrier, 3-Ton truck, Jeep, Utility car, M5 Halftrack

0–1 Tow from: Bren carrier, 15 cwt Truck, Quad Tractor, Terrapin amphibious truck

NEW GERMAN THEATRE SELECTORS

MERVILLE DEFENDERS

MERVILLE DEFENCE REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Green Grenadier squads

Plus:

Headquarters

0–1 Medic

0–1 Forward Artillery Observer

Infantry

0–4 Infantry squads: Green Grenadier squads and Osttruppen squads, and ROA Fanatics (maximum of 2)

0–3 Machine gun teams

Artillery

0–2 Flak 38, medium howitzer

Transports and Tows

None

Fortifications

0–4 Barbed wire.

0–3 Minefields

0–4 Anti-tank ditches

0–3 Trench sections, weapons pits, gun pits

0–1 Howitzer casemate



German Panzergrenadiers advance

THE 91ST LUFTLANDE DIVISION

The 91st Luftlande Division was formed in January 1944 as an airlanding division set to take part in an airborne operation in Scandinavia. It instead was sent to Normandy in May 1944 when Operation *Tanne* was cancelled. At the time the still forming division had only two regular grenadier regiments, the 1057th and 1058th, and one fusilier and engineer battalion. This put divisional strength at around 7,500 men. To strengthen their numbers the division was reinforced by the 6th Fallschirmjäger Regiment led by Oberst Friedrich von der Heydte and the 100th Panzer Training and Replacement *Abteilung*. The latter was equipped with a motley collection of obsolete tanks that would perform

poorly in the coming fight.

The division's artillery support reflected the 91st's original purpose. It was made up mostly of mountain artillery, simplified and made lighter so they could be used in mountainous terrain and in airlanding operations. Its anti-aircraft armament was also mostly lighter mountain division versions of the Flak 38.

In the first days of the Allied invasion, the 91st Luftlande Division would receive a mauling, first by the airborne landing and then by the brunt of the Allied forces advancing inland from Utah beach. By the end of the second week of the invasion the 91st Division was no longer considered combat effective and by July was seen more as a battlegroup rather than a division by German senior officers.

91ST LUFTLANDE DIVISION REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Infantry squads: Heer Grenadier squads, or Fallschirmjäger squads. (Late War)

Plus:

Headquarters

0-1 Captain, Major, or Oberst von der Heydte

0-1 Medic team

0-1 Forward observer. Artillery

Infantry

0-4 Infantry squads from: Heer Grenadier squads, Osttruppen squads, Fallschirmjäger squads (Late War), Fusilier squads, a maximum of 2 ROA Fanatic squads, and a maximum of one Sturmpanziersquad

0-2 MMG teams

0-1 Mortar team: light, medium, or heavy

0-1 Panzerschreck team

0-1 Sniper team

0-1 Goliath team

Artillery

0-1 gun:

Anti-tank guns: PaK 40, PaK 43

Artillery gun: Light, Medium, or Heavy. The 91st Division used GebH 40 10.5cm mountain guns for medium howitzers.

Anti-aircraft guns: Gebirgs Flak 38, Flak 36 88mm

Tanks and Assault guns

0-1: StuG III Ausf G, Panzer III Ausf H (maximum of one in your whole force), Flammpanzer B2(f) (maximum of one in your whole force), Somua S-35, Renault R-35, Hotchkiss H-39

Transports and Tows

0-1 Transport vehicle per infantry unit from: truck, Kübelwagen, Heavy field car

0-1 Tow from: Sd Kfz 10, Sd Kfz 7, truck, Maultier, Kettenkrad, Heavy field car, Horse-drawn limber



Fallschirmjäger Squad

THE STATIC DIVISIONS

The strategic role of the static division for the German commanders in the West was to hold the enemy on the beaches in their pre-arranged kill zones until the elite panzer divisions could be brought forward to deliver the coup de grace. The men of the static divisions didn't need to be the best trained, most experienced, or most physically able men. Their job was to stay within the protection of their fortifications and hold their ground. This philosophy epitomised the two static divisions defending the invasion beaches. The 716th and 709th Infantry Divisions.

The 716th infantry Division defended the three invasion beaches in the British/Canadian sector. They were also the division that first came into contact with the Red Devils east of the Orne. Facing four British divisions and the power of Allied naval and air superiority the 716th's 8,000 men were spread thin and received a severe mauling on D-Day. Formed in May 1941 of older recruits, it was one of the 15 static divisions raised to defend the coast line of occupied France. From its inception to the invasion in June 1944 the 716th spent the majority of its time in Normandy, seeing no combat at all. The division consisted of two regiments of three battalions. These battalions deteriorated in quality as the Wehrmacht sought to replace the horrific losses on the Russian front. They were steadily replaced by lower quality troops from Poland and Russia. In 1944 the Division's two regiments were strengthened by two Ost

Battalions of 1,000 men each. The Division had an artillery regiment of foreign made cannon, most of which were fortified on or near the coast. It also had an anti-tank company and a pioneer battalion. The Division had no transport for its troops, the little transport it did have to tow its guns was mostly horse drawn. Like all other static divisions, it lacked a reconnaissance battalion or any fighting vehicles.

The 709th Infantry Division was deployed along the coast facing Utah beach in the south eastern corner of the Cotentin Peninsula. The 709th had the same philosophy as the 716th and suffered from the same problems of poor troop quality as the better troops were siphoned off and replaced by young men, old men, and troops from the East with no combat experience. Three of its eleven battalions were made up of Russian prisoners of war. Unmotivated Poles were also mixed into the other battalions. The problem of low morale followed. The division's overall strength though was much greater than the 716th with over 12,000 soldiers within its ranks, the usual artillery support for a static division (all foreign made guns), some StuGs, anti-aircraft guns, and an antitank unit of 12 PaK 40s. The 101st Panzer Abteilung was also attached to the division but this was mostly made up of obsolete French equipment. The one big advantage both divisions had was their strong fortifications.



Feuer! A 10.5cm leFH 18 pounds the Allied lines

STATIC DIVISION'S RESISTANCE NEST REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Infantry Squads: Green Grenadier squads, Osttruppen squads

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic Team

0-1 Forward Observer: Artillery

Infantry

0-4 Infantry squads: Green Grenadier squads, Osttruppen, and a maximum of 2 ROA Fanatics

0-3 MMG teams, Tobruk machine gun teams

0-1 Mortar Team: Light or Medium

0-1 Panzerschreck team

0-1 Sniper team

0-1 Goliath team

0-1 Gefreiter Stefan Heinevez

Artillery

0–2 guns from:

Anti-tank guns: - Light: PaK 36, 50mm KwK 39, KwK 40

- Medium: PaK 38, PaK 181(f), PaK 97/38(f)

- Heavy: PaK 40

- Super Heavy: PaK 43

Howitzer: Light, Medium, Heavy

Anti-aircraft: Flak 38, Flakvierling 38, Flak 36 88mm

Multi-launcher: Howling Cow

Tanks, Tank destroyers, and Assault guns

0-1 Panzer 35R, Flammpanzer B2(f) (maximum of one in entire force), Pz-H38 (f) (Hotchkiss H38), Somua S35 (Maximum of one in your entire force), Renault FT, Panzerjäger 35R, StuG III Ausf G

Fortifications

0–4 Barbed wire

0–3 Minefields

0–2 Anti-tank ditches, Anti-tank obstacles

0–1 Trench section, weapon pit, or gun pit per infantry or artillery unit

0–2 Bunkers, Howitzer casemates, Panzerstellungen, Anti-tank bunkers, Vt600 position, camouflaged Goliath bunker

0–1 Command and Observation bunker

Transports and Tows

No Transport

0–1 Tow from: Sd Kfz 10, Sd Kfz 7, truck, Maultier, Kettenkrad, Heavy field car, Horse-drawn limber

SPECIAL RULE

Second Rate Division

The static divisions defending Normandy were mostly filled with old men and young boys who were inexperienced, unenthusiastic foreigners, or veterans from other battlefields wounded on those fronts and now unfit for their old units. Teams and artillery units cannot be veterans.

THE 352ND INFANTRY DIVISION

The 352nd Infantry Division was born from the destruction of the 321st Infantry Division. The 321st, after being decimated in the Battle of Kursk and the battles following it, was disbanded. Its survivors became the core of a new division; the 352nd Infantry Division. The 352nd was formed in St Lo, Normandy and soon received new young recruits from Hannover in Germany. Its new commander was a war hero of the Russian Front, *Generalleutnant*

Dietrich Kraiss, who had previously been awarded the Knights Cross with Oak Leaves and the German Cross in Gold.

Kraiss went to work on making the division as combat ready as possible and by May 1944 the division was given combat ready status. A status the other infantry divisions in Normandy were far from achieving. By June 6th 1944, the division numbered 14,460 men. It had three Grenadier Regiments, the 914th, 915th, and 916th. The division also acquired a mobile Fusilier Battalion and was joined by a Regiment previously of the 716th Division when it moved to defend the Norman coastline, the 726th Grenadier Regiment. Kraiss decided to mix the 916th with the 726th by swapping the battalion over to increase the combat effectiveness of the 726th. The 439th Ost Battalion was also attached to the Division by the time of D-Day.

A mobile *kampfgruppe* (battle group) was created from the 915th, the 352nd Fusilier Battalion and the division's assault guns, tank hunters, and flak cannon. The battle group acquired the name *Kampfgruppe* Meyer after its commander *Oberstleutnant* (Lieutenant Colonel) Karl Meyer. The division's artillery regiment had standard German army 105mm and 150mm howitzers.

On D-Day the 914th Grenadier Regiment attacked in two directions. First toward Carentan and the paratroopers of the 101st and then secondly advancing on Pointe-du-Hoc after its capture early on D-Day morning. In the next days it would come close to recapturing Pointe-du-Hoc but the Rangers held on by the skin of their teeth with the help of naval gunfire. The 439th Ost Battalion was also attached to the 914th on D-Day.

The 916th and 726th Grenadier Regiments were the units that kept the Allied invasion at bay on Omaha beach and almost led to the beach being abandoned by the Allies. Though driven from the beach resistance nests by 1200hrs, the Allied advance was kept to a crawl achieving only two and a half kilometres by nightfall.

Kampfgruppe Meyer, the most dangerous of the 352nd's units, was sent on a wild goose chase on D-Day. First being sent toward Carentan to fight paratroopers, finally it was sent to defend Bayeux from British units advancing from Gold beach. If the *Kampfgruppe* had been sent against Omaha the 1st and 29th Infantry Divisions may well have been driven into the sea.

Following D-Day the division was in the front line for much of the fighting

in front of St Lo. By the time St Lo was captured by the US Army the division had been severely mauled and *Generalleutnant* Kraiss killed. In the fighting in Normandy the 352nd had lost 8,000 of its 14,460 men, with only a tiny portion of its vehicles remaining. By September 1944 the 352nd ceased to exist. As had been done a year before a new division was created from an old one. The new division, the 352nd Volksgrenadier Division, would fight on until the last days of the war.

OMAHA BEACH RESISTANCE NEST REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Infantry Squads: Heer Veteran Grenadier squads, Heer Grenadier squads

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic Team

0–1 Forward Observer: Artillery

Infantry

0–4 Infantry squads: Heer Veteran Grenadier squads, Heer Grenadier squads, Osttruppen, Fusilier squads, a maximum of 2 ROA fanatics, and maximum of one Sturmpioneer squad.

0–3 MMG teams, Tobruk machine gun teams

0–1 Mortar Team: Light, Medium

0–1 Panzerschreck team

0–1 Sniper team

0–1 Goliath team

Artillery

0–2 guns from: Anti-tank guns: - Light: PaK 36, 50mm KwK 39, KwK 40

- Medium: PaK 38, PaK 181(f), PaK 97/38(f)

- Heavy: PaK 40

- Super Heavy: PaK 43

Howitzer: Light, medium, heavy

Anti-aircraft: 20mm Flak38, 37mm Flak 43, Flak 36 88mm

Multiple launcher: Howling Cow rocket launcher (150mm

Nebelwerfer 41, options)

Tank destroyers, Assault guns, and Anti-aircraft vehicles

0–1 StuG III G, Marder III Ausf M, Sd Kfz 7/2

Fortifications

0-4 Barbed wire

0-3 Minefields

0-2 Anti-tank ditches, anti-tank obstacles

0-1 Trench section, weapon pit or gun pit per infantry or artillery unit

0-2 Bunker, howitzer casemates, Panzerstellung, anti-tank bunkers, Vt600 position, camouflaged Goliath bunker

0-1 Command and Observation bunker

Transports and Tows

0-1 Transport vehicle per infantry unit in the reinforced platoon from: Truck, Kübelwagon

0-1 Tow from: Sd Kfz 10, Sd Kfz 7, truck, Maultier, Kettenkrad, horse-drawn limber

SPECIAL RULE

Machine Gun Experten

Veteran medium machine gun teams can be upgraded to Machine Gun Experten for +15pts. The 352nd Division was largely made up of battle-hardened veterans skilled in the use of their weapons. This was demonstrated with devastating effect on the beaches classified Omaha by the Allies. Machine Gun Experten have +1 penetration when rolling for damage, except against armoured vehicles.

21ST PANZER DIVISION

While the 21st fought in North Africa well before D-Day, this section focuses on the division as it was equipped in France. In either case, the following guidelines will also help you keep the platoons more consistent with their historical counterparts.

HEADQUARTERS UNITS

The officers and their staff typically rode into battle on Sd Kfz 251 halftracks. The commanders of armoured platoons rode in Panzer IVs, usually the 'H' variant. They might also have a recon element attached to the officer's unit, usually on motorcycles or SOMUAs, while the armoured platoons used Panzer IIIs for recon.

INFANTRY

The 21st had several regiments of Panzergrenadiers or motorized infantry. They

were mounted on trucks, or Unic P107 halftracks if they were available. They had the full range of infantry outlined in the Normandy selector (except for Fallschirmjäger and Osttruppen), from regular riflemen to flamethrower teams and everything in between!

FIELD ARTILLERY

The 21st had a single artillery regiment. While it was mostly made up of converted Lorraines (as outlined above), they had horse-drawn 122mm howitzers and 105mm howitzers pulled by tractors.

TOP SECRET

BECKER'S CONVERSIONS

Modelling one of Becker's conversions is a great way to give your German army a unique twist – and is a lot of fun to boot!

During his days in France, Becker made some 1,800 armoured vehicle conversions using all manner of captured French, Dutch and British chassis, but only the most common are presented here. Of course, don't let that stop you if you've got an idea for a unique conversion, just make sure your opponent agrees to its use before the game.

ANTI-TANK GUNS

They used mainly 75mm PaK 40s, towed by trucks. They also had access to the dreaded 88s, towed by French Laffly tractors.

TANKS

The bulk of the division was equipped with Panzer IVs, with some Panzer III mostly in a reconnaissance role.

TANK DESTROYERS

The 21st could rely on the trusty SOMUA halftrack converted to carry the 75mm PaK 40.

SELF-PROPELLED ARTILLERY

Thanks to the efforts of Major Becker, the 21st had a useful array of mobilized artillery units. You can see the stats for them in Becker's conversions section above. Most of the units had Lorraines mounting 105 and 150mm howitzers.



Sd Kfz 135 Marder I

21ST PANZER DIVISION PANZERGRENADIER REINFORCED PLATOON (D-DAY)

1 1st or 2nd Lieutenant

2 Infantry Squads: Heer Grenadier squads or Veteran Heer Grenadier squads

Plus:

Headquarters

0–1 Captain, Major, or Hans von Luck

0–1 Medic team

0–1 Forward artillery observer

Infantry

0–4 Infantry squads: Heer Grenadier squads, Veteran Heer Grenadier squads. Maximum of two of the following: Heer Pioneer squad, Green Grenadier squads, Osttruppen, and ROA Fanatics

0–1 MMG team

0–1 Panzerschreck team

0–1 Goliath team

0–1 Sniper team

Artillery

0–1 gun from: Anti-tank guns: PaK 36, PaK 38, PaK 40, PaK 43/41

Field artillery: Light, medium howitzer

Anti-aircraft guns: Flak 36 88mm

Armoured Cars

Sd Kfz 234/3, motorcycle with machine gun and sidecar, Sd Kfz 222, 221, Sd Kfz 231, Sd Kfz 250/9, Sd Kfz 250/10

Tanks, Self-propelled artillery, Tank destroyers, and Antiaircraft vehicles

0–2 vehicles from: Panzer IV G, H, Panzer IV D, E, or F, Panzer III L, M, or N, Lorraine Schlepper, Sf 39H, Somua MCG halftrack, Sd Kfz 251/9 Stummel, Sd Kfz 250/8 Stummel, Sd Kfz 250/7 Mortar carrier, Sd Kfz 251/16 Flammpanzerwagen, U304(f) armoured halftrack AA/Mortar carrier, Sd Kfz 10/5, Sd Kfz 7/2, Flak 38 (t), Flammpanzer B2 (f) (maximum of 1 in your whole force)

Transports and Tows

0–1 Transport vehicle per infantry unit from: Unic P107 half-track, Sd Kfz 250/1, Sd Kfz 251/10, Sd Kfz 251/1, truck, Kübelwagen, Heavy field car, Maultier

0–1 tow from Sd Kfz 10, Sd Kfz 7, truck, Maultier, Kettenkrad, Heavy field car, Horse-drawn limber, Unic P107 half-track, Artillery Schlepper VA 601 (b), Laffly heavy tractor

KAMPFGRUPPE OPPELN ARMoured REINFORCED PLATOON

1 Command Vehicle: Panzer IV G, H or Panzer III I/M. (Can be given the Command Vehicle special rule for +25pts, page 118 of *Bolt Action* rulebook. This can be upgraded further. See p13–14 of *Tank War*)

2 Vehicles from: Panzer IV G or H

Plus:

0–2 Vehicles from: Panzer IV G or H, Panzer IV D, E, F (short barrelled), Flak 38(t), Lorraine Schlepper, U304(f) armoured halftrack AA/Mortar carrier Somua MCG halftrack

0–3 Infantry Squads: Heer Grenadier squads, Veteran Heer Grenadier squads. Maximum of two of the following: Heer Pioneer squad

0–1 Lieutenant: First or Second

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer: Artillery

0–1 MMG team

0–1 Panzerschreck team

0–1 Goliath team

0–1 Sniper team

0–1 Artillery unit from: Anti-tank guns: PaK 36, PaK 38, PaK 40

Plus:

Transports and Tows

The armoured platoon must have enough transport vehicles and/or tows to transport all models in the infantry and artillery units in the platoon.

Choose one transport and/or tow per unit from: Unic P107 half-track, Sd Kfz 250/1, Sd Kfz 251/10, Sd Kfz 251/1, truck, Kübelwagen, Heavy field car, Sd Kfz 10, Sd Kfz 7, Maultier, Kettenkrad, Horse-drawn limber, Artillery Schlepper VA 601 (b), Laffly heavy tractor

100TH PANZER REPLACEMENT AND TRAINING

BATTALION

As its name suggests the 100th Replacement and Training Battalion's (Pz Abt 100) main function had been to train new tank crewman. They used mostly obsolescent French vehicles such as the Renault R-35, Hotchkiss H-39, the Flammpanzer B2, and even old FT17s of First World War vintage. The battalion was created in May 1943 to fulfil this training role for the 7th Army. In early 1944 the 91st Luftlande Division was deployed to the Cotentin Peninsula. The 91st was a new division that lacked armour support. The Pz Abt 100 was attached to the 91st to fill this role.

From D-Day to June 9th the Pz Abt 100 was heavily involved in the fighting against US paratroopers of the 1/505th for possession of La Fiere bridge. The bridge over the Merderet River was the fastest route east to Sainte-Mère-Église and Utah beach and was therefore vital for the Germans to take back. Over those four days the PzAbt100, along with the 1057 GR (Grenadier Regiment), supported by 88s and mortars attempted to pry the 1/505th from the bridge. Each attack was repulsed with heavy loss in men and machines as they attacked along a narrow causeway (the fields around the Merderet were flooded). The Americans finally pushed across the causeway on June 9th, ending the battle. The Battalion would fight on until June 27th when their remnants were surrounded and forced to capitulate with the rest of the defeated garrison at the fall of Cherbourg.

100TH PANZER REPLACEMENT AND TRAINING BATTALION ARMOURED REINFORCED PLATOON

1 Command Vehicle: Panzer 35R (Renault R-35), Panzer III H (maximum of one in your whole force). Can be given the Command Vehicle special rule for +25pts, see page 118 of *Bolt Action* rulebook. This can be upgraded further. See p13–14 of *Tank War*

2 Vehicles from: Somua S-35, Panzer 35R (Renault R-35), Hotchkiss H-39, Renault FT, Flammpanzer B2(f) (maximum of one in your whole force)

Plus:

0–2 Vehicles from: Somua S-35, Renault R-35, Hotchkiss H-39, Renault FT, Flammpanzer B2(f) (maximum of one in your whole force), StuG III Ausf G

0–3 Infantry Squads: Heer Grenadier squads, Osttruppen squads, (Late War), a maximum of 2 ROA Fanatics, and a maximum of one Sturmpanziere squad

0–1 Lieutenant: First or Second

0–1 Captain or Major

0-1 Medic
0-1 Forward Observer: Artillery
0-1 MMG team
0-1 Panzerschreck team
0-1 Goliath team
0-1 Sniper team
0-1 Mortar team. Light, medium, or heavy
0-1 Artillery unit from: Anti-tank guns: PaK 40, PaK 43
Field guns: Light, Medium or heavy. GebH 40 105mm mountain guns for medium howitzers.
Anti-aircraft guns: Gebirgs Flak 38, Flak 36 88mm

Transports and Tows

The 100th Panzer Replacement and Training Battalion armoured platoon does not need to equip its infantry support units with transports as is usual with armoured platoons. Much of the infantry support the battalion had moved on foot.

0-1 Transport vehicle per infantry unit from: Trucks, Kübelwagen, Heavy field car

0-1 Tow from: Sd Kfz 10, Sd Kfz 7, truck, Maultier, Kettenkrad, Heavy field car, Horse-drawn limber



**German Counter-attack on the Merderet River by Howard Gerrard © Osprey Publishing.
Taken from Campaign 104: D-Day 1944 (2) Utah Beach & the US Airborne Landings**

NEW US THEATRE SELECTORS

US AIRBORNE (D-DAY)

US AIRBORNE REINFORCED PLATOON (D-DAY)

1 1st or 2nd Lieutenant

2 Paratrooper squads

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward observer. Air, Artillery or Naval (see [here](#) for Naval)

Infantry

1–4 Infantry Squads from: Paratrooper squads, Airborne Engineers, Pathfinder squads

0–1 Machine gun team. MMGs, HMGs

0–1 Mortar team: light or medium

0–2 bazooka teams

0–1 sniper team

Artillery

0–1 gun:

Field artillery: light (M1A1, one in your entire list)

Anti-tank gun: 37mm M3, 57mm M1

Transports and Tows

0–1 Jeep per infantry unit in the reinforced platoon.

0–1 tow from: Jeep

SPECIAL RULE

Crickets

American paratroopers were issued ‘crickets’, a device they pressed down with their thumbs to create a distinctive click! clack! sound. This was used to help them identify fellow paratroopers in the dark. Every headquarters and infantry unit within a US Airborne Reinforced platoon (D-Day) is equipped with the cricket. Units equipped with the cricket can automatically spot units in darkness

(night missions) if they are within 12".



Steady...

US BEACH LANDING

Leading the assault on the invasion beaches of the US sector were the 4th Infantry Division landing on Utah beach, and the 29th and 1st Infantry Divisions, landing on Omaha beach. The 4th and 29th Infantry Divisions were extensively trained and prepared combat units that none the less had no combat experience. The 29th Infantry Division was made up of National Guard soldiers that had been friends and neighbours prior to the war while the 4th Division was a recently reactivated Division that had fought during the First World War.

Both the 4th and 29th Divisions had the advantage of exceptional leadership. The 4th Infantry Division had Brigadier General Theodore Roosevelt Jr as its assistant divisional commander. Roosevelt was the son of Legendary Rough Rider and former President of the United States Theodore Roosevelt Snr. Teddy

Jnr was a veteran of World War One where he distinguished himself on the battlefields of France, receiving the Distinguished Service Cross. In World War Two he had already seen service with the 1st Infantry Division in North Africa and Sicily. On D-Day Roosevelt led his men from the front. He had the honour of being the only General to land with the first wave and he did this with crippling arthritis and a dangerous heart condition. His inspirational leadership would help lead the 4th Infantry to victory during the vital first hours of D-Day. For his valour he received the Congressional Medal of Honor. Commander of the First US Army, General Omar Bradley, had plans to promote Roosevelt to divisional command when he died of a heart attack during the night of July 12th, 1944.

In the darkest hours of the blood-soaked Omaha landings, the 29th Infantry Division had the swaggering figure of Brigadier General Norman 'Dutch' Cota to led them off the beaches. There are countless anecdotes of Cota's leadership on that day and an endless supply of epic quotes to match. As men huddled behind the cover of the beach wall clinging to life, Cota, without regard for his own safety, calmly and effectively led from the front and convinced his men that it was better to get off the beach and risk dying inland than it was to stay on the beach and die for certain. Cota's words to a pinned down Ranger unit on D-Day became the Ranger's motto: "Rangers, lead the way!" Another veteran of the 'Fighting First' Cota's experience and bravado were invaluable to the 29th Division which through his leadership found the courage to fight on and "Get off the beach!"

The 1st Infantry Division was one of the most experienced in the US Army. The Big Red One or the 'Fighting First' as the unit was colloquially called had made amphibious landings in North Africa and Sicily. In Tunisia they had battled through the hard-fought actions of Maktar, Tebourba, Medjez El Bab, Kasserine, El Ghattar, Gafsa, Beja, and Mateur. In Sicily, after landing in the Gulf of Gela they risked being driven into the sea by a fierce counter-attack struck by the Hermann Goering Panzer Division. Further inland they had to fight through the spine of the Sicilian mountain ranges at one of the toughest engagements of the entire campaign, the battle of Troina. Now on June 6th they would face their toughest assignment yet – the bloody beaches of Omaha.

US Ranger Battalions also landed on Omaha Beach and scaled the cliffs of

Pointe-du-Hoc to take out an artillery battery there that was capable of targeting both Utah and Omaha beaches. The US Rangers were a special forces, elite, light infantry unit that was used to capture special objectives on D-Day. The Rangers were the equivalent of the British commandos and were trained and organised in a similar way. The Ranger company was half the size of a regular infantry company with much lighter heavy support. Two Ranger battalions were committed to the D-Day assault, The 2nd and 5th Ranger Battalions. Dog, Easy, and Fox companies of the 2nd Ranger Battalion had the unenviable task of scaling the cliffs of Pointe-du-Hoc and knocking out the battery there. The rest of the 2nd Battalion and the 5th Battalion assisted the 29th Infantry Division on Omaha and in turn bore the same privations as the 29th did.

When constructing a US Beach Landing Reinforced Platoon, forces representing the 4th and 29th Infantry Divisions players should construct their lists using regular Beach Assault Squads. For forces representing the 1st Infantry Division use veteran Beach Assault Squads.



US Assault Infantry; Riflemen of the 116th Infantry Regiment, 29th Infantry Division, Omaha Beach by

US BEACH LANDING REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Infantry Squads: Beach Assault squads or Ranger squads

Plus:

Headquarters

0–1 Captain or Major or General 'Dutch' Cota

0–1 Medic Team

0–2 Forward Observer: Naval, Artillery, or Air

Infantry

0–4 Infantry squads: Beach Assault squads, Demolition teams, Engineer squad (Normandy) and Ranger squads.

0–1 MMG team

0–2 Flamethrower teams

0–2 Light mortar teams

0–2 Medium mortar or Heavy Mortar Team

0–4 Bazooka teams

0–1 Sniper team

Artillery

0–1 Gun from: Medium howitzer

Tanks, Tank Destroyers, Assault guns, Self-propelled artillery & Anti-aircraft vehicles

0–1 Vehicle from: DD Sherman, M4 Sherman 75mm, M16 halftrack, Sherman dozer, M7 Priest

Transports and Tows

0–1 landing craft per infantry, artillery and tank unit in the Reinforced platoon from: LCVP, LCM and DUKWs (only Rangers may be equipped with DUKWs)

SPECIAL RULE

Fortification Assault Training

Bazooka team crews when assaulting the Atlantic Wall used their bazookas to target pillbox firing slits. By German and American accounts, the bazooka was effective at this task. Shrapnel created from bazooka rounds hitting concrete embrasures caused horrific wounds and could stun the occupants of the bunker. Bazooka teams used by a US Beach Landing Reinforced Platoon have a +1 to hit modifier when firing at bunkers and buildings as they have a bigger area to aim

at when firing at bunker slits and windows and doorways. When targeting bunkers and buildings they are also given a 1" HE rating. This simulates bazooka rounds hitting bunker and building embrasures rather than the bazooka rocket hitting individuals.

PUSHING INLAND

The following reinforced platoon represents the fighting in the American sector after troops cleared the beach and were pushing inland. As well as the regular troops of the 4th, 29th, and 1st Infantry Divisions, the US D-Day Reinforced Platoon (afternoon), may be used to represent Airborne units that had linked up with the 4th Division in the morning and afternoon and the Ranger units fighting inland from Omaha.

US D-DAY (AFTERNOON)

US D-DAY REINFORCED PLATOON (AFTERNOON)

1 1st or 2nd Lieutenant

2 Infantry Squads: Beach assault squads, Regular Infantry squad (late war), Veteran Infantry squads, Paratrooper squads, Ranger squads

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic Team

0-1 Forward Observer: Naval, Artillery, or Air

Infantry

0-4 Infantry squads: Beach Assault squads, Regular Infantry squad (late war), Veteran Infantry squads, Paratrooper squads, Ranger squads. A maximum of two Engineer squads (Normandy) Airborne Engineers, Pathfinder squads

0-1 Machine gun team

0-1 Flame thrower teams

0-2 Light, medium or heavy mortar teams

0-2 Bazooka teams

0-1 Sniper team

Artillery

0–1 gun from:

Field artillery: Light, medium, and heavy howitzer

Anti-tank guns: 37mm M3, 57mm Anti-tank gun M1, 3-inch antitank gun M5

Anti-aircraft artillery: 37mm M1A2, 40mm Bofors (same entry as 37mm in 'Armies of the United States'),
90mm M2 Dual purpose AA/AT gun

Armoured Cars

0–1 Armoured car from: M8 Greyhound, Reconnaissance Jeep

Tanks, Tank Destroyers, Assault guns, Self-propelled artillery, and Anti-aircraft vehicles

0–1 Vehicle from: DD Sherman, M4 Sherman 75mm, Sherman

Dozer, M7 Priest, M5A1 Stuart, M10 Tank Destroyer, M16 half-track, M15 halftrack, mortar jeep

Transports and Tows

0–1 Transport vehicle per infantry unit in the reinforced platoon

from: Jeep, M3 halftrack, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, DUKW (only for Rangers)

0–1 Tow from: Jeep, Dodge ¾ ton truck, M3 halftrack, 1½ ton truck, Mack heavy truck, M4/M5 artillery
Tractor



US M7 Priest self-propelled gun



FORTIFICATIONS

NORMANDY FORTIFICATIONS

Below are rules for fortifications to be used in this book's scenarios, as explained in each scenario.

FORTIFICATION SELECTIONS

Though fortifications are offered as selections in some appropriate reinforced platoons, we suggest they are only taken by those reinforced platoons for use in scenarios within this book. They are still just terrain and not units in the vein of infantry, artillery and vehicles, but terrain pieces that provide extra defence to other units or obstacles for their enemy to overcome. They don't have order dice and do not receive orders.

DEPLOYMENT

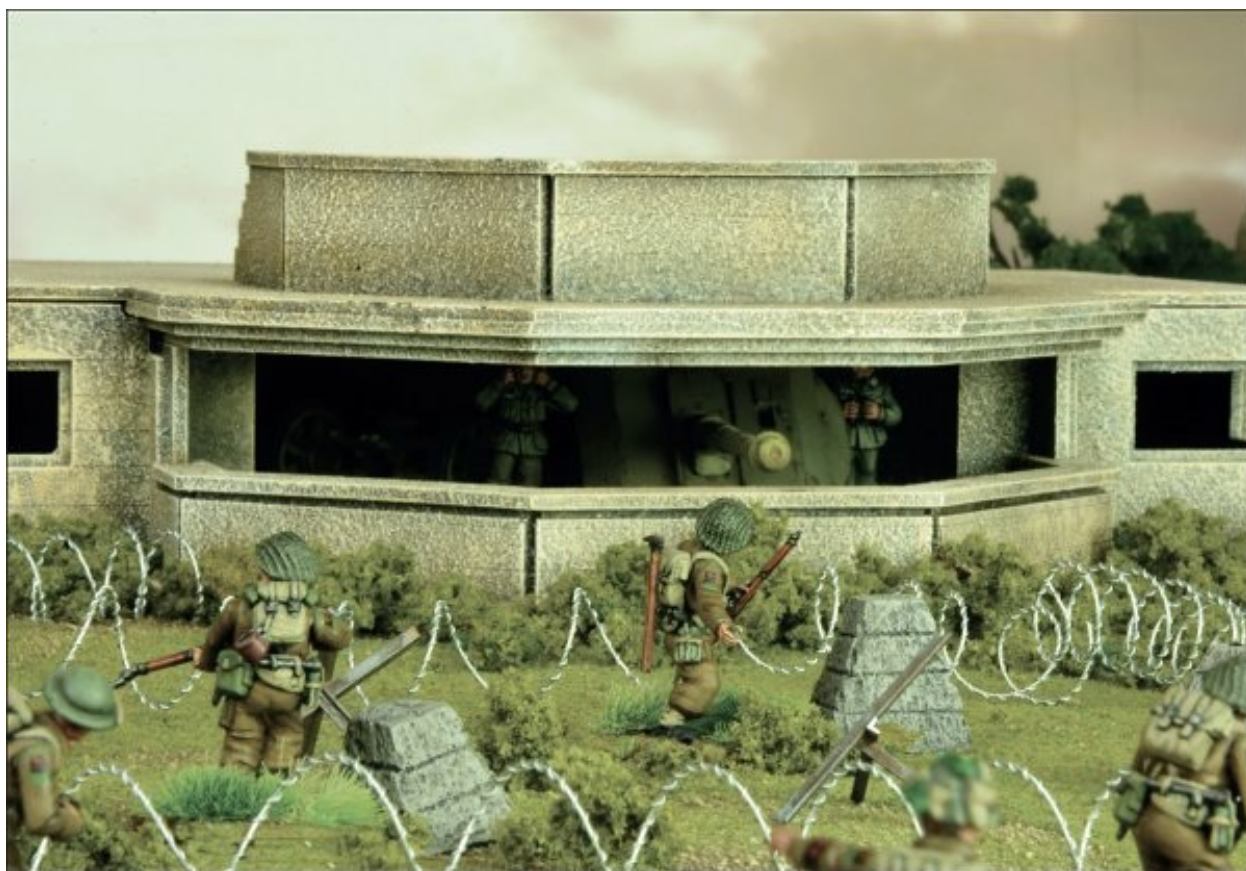
Fortifications are placed after the table's terrain and objectives have been set up, but before any units have been deployed. They are deployed in the force's deployment area specified in the scenario being played. When the player deploys his units, he may deploy them in appropriate fortifications such as trench lines, weapon pits, gun pits, or bunkers.

FORTIFICATIONS

BARBED WIRE

Invented in the late 19th Century, barbed wire is a cheap and effective method of confounding enemy movement.

Cost	10 points per 8" by 1" strip.
Special Rules	- Impassable to wheeled vehicles and artillery, a linear obstacle to infantry (see Bolt Action rulebook, p 46), and destroyed by the passage of tracked or half-tracked vehicles. - During a preparatory bombardment, roll a die for each strip. On a 6 it is destroyed. - Combat engineers (Pioneers) can clear an adjacent strip by receiving a Down order, but not as a reaction to enemy fire.



Grenades! British Tommies assault a German gun position

MINEFIELDS

Mined areas planted with explosives were not only designed to kill or maim the enemy but to hinder and effect their movement, channelling them into pre-arranged kill zones.

Cost	50pts per 6" by 6" square area
Special Rules	- Refer to the minefield rules .

WEAPONS PIT

Provides protection to team weapon units and small infantry units.

Cost	25pts per pit
Special Rules	- Weapons Pits use the Dug In rules .



As the Allies land, German artillery batteries wreak havoc from afar

ANTI-TANK DITCHES

A simple but effective method to affect the movement of the enemy's mechanised and armoured units.

Cost	10 points per 8" by 1" strip
Special Rules	- Impassable to wheeled vehicles and artillery, a linear obstacle to infantry (see Bolt Action rulebook, p 46), and destroyed by the passage of tracked or half-tracked vehicles. - Tracked vehicles must stop at a ditch and test to see if it has been constructed with sufficient depth to function as an anti-tank ditch. On a roll of 1, 2, or 3 it is impassable to tracked and semi-tracked vehicles for the rest of the game, additionally on a 1 the testing vehicle is immobilised for the rest of the game. - During a preparatory bombardment, roll a die for each strip. On a 6 it is destroyed. - Combat engineers (Pioneers) can clear an adjacent strip by receiving a Down order, but not as a reaction to enemy fire.

TRENCH SECTIONS

The digging of trenches for protection has been around almost as long as warfare itself. Infantry units can be deployed or moved into trench lines to give them protection against enemy fire.

Cost	25pts per 6" trench section
Special Rules	- Trenches use the <i>Dug In</i> rules.

GUN PIT

Fortifies artillery units.

Cost	25pts per pit
Special Rules	- Gun Pits use the <i>Dug In</i> rules.



German commanders organise the defences along the Atlantic Wall

ATLANTIC WALL FORTIFICATIONS

Below are rules for Atlantic Wall fortifications to be used in the this book's scenarios, as explained in each scenario. These follow the same rules for [Normandy fortifications](#).

Constructed by the slave labourers of Organisation Todt from early 1942, the Atlantic Wall stood from Norway to the Pyrenees. Its most fortified sections concentrated around the all-important ports which any invader would need to acquire in order to supply an army big enough to take on the German Wehrmacht in France. When Rommel took over Army Group B in December 1943 he ordered Organisation Todt and his soldiers to double their efforts to fortify the beaches.

The Germans designed around 700 different types of bunker and defensive structures to fortify the Atlantic Wall, such as personnel bunkers, observation bunkers, food storage and refrigeration bunkers, bunkers for housing large calibre naval guns, and half bunker Tobruk positions for machine gun and mortar teams. Some bunkers were camouflaged as houses, while some houses positioned near the coast were strengthened to be bomb and shell proof. On the beaches and around fortifications millions of mines were planted while obstacles were constructed to snag and sink landing craft attempting to offload their men on the beaches. The Atlantic Wall was a zone of death that was designed to hold off invaders until reinforcements could be brought up to drive the Allies back into the sea.

BUNKER

Bunkers provide strong protection from all types of enemy fire, from rifle fire to bombs and heavy artillery. The infantry and machines guns of Fortress Europe survived the gargantuan bombardment of one of the greatest naval and air armadas in human history, and were still able to stubbornly resist the spearhead of the Allied invasion.

Cost	50pts
Special Rules	- Bunker (see page 127 of <i>Bolt Action</i> rulebook). Can be manned by any infantry

unit. Units inside have a 180-degree firing arc.



A US flamethrower team knocks out a German bunker

TOBRUK POSITION

Influenced by similar Italian designs during the fighting in North Africa, the Tobruk position had the formal designation 'Ringstand' because of the circular opening at the top of the structure. Tobruk positions in Normandy were of concrete construction. Though they were more effective than similar field entrenchments dug into earth they did not provide the all-round cover and protection of fully enclosed bunkers. Most Tobruk positions mounted machine guns with a crew of two men though some were equipped with 50mm mortars. Many Tobruk positions mounting machine guns had gun shields for extra protection.

Cost	30pts
Options	- Add a gun shield for +5 pts
Special Rules	- Dug In - Gun shield (if taken) - Team position: Tobruk positions may only be manned by Tobruk machine gun

	teams and light mortar teams. Machine gun teams in a Tobruk position have a 360-degree firing arc.
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US Army Heavy Mortar

ANTI-TANK BUNKER

These fully enclosed bunkers were specifically designed to house anti-tank guns. Examples of this bunker type are: H677, H605 and H604 types.

Cost	50pts
Options	- A flak position may be added to the roof of an anti-tank bunker for +25pts. Flak positions are treated in the same way as gun pits. 20mm Flak 38s, 20mm Flakvierling 38s and 37mm Flak 36s are the only artillery units that may be deployed in this type of position.
Special Rules	- Bunker (see page 127 <i>Bolt Action</i> rulebook) - Anti-tank bunker: Only anti-tank gun teams may be deployed in anti-tank bunkers.

Vt600 POSITION

Vt600 positions are open concrete gun pits equipped with special pedestal mounts meant to mount 50mm tank and anti-tank guns. There were special casemated versions of this position where the gun faced the opposite direction from the enemy. Behind the gun was an impenetrable, thick concrete and steel wall. As soon as a tank moved around this position the 50mm gun mounted in the casemate would shoot the passing tank in the side or rear armour.

Cost	30pts

Options	- Upgrade to a Vt600 SK casemate for +20 points.
Special Rules	- 50mm mount: Only 50mm KwK 39, KwK 40, and PaK 38 anti-tank guns may be deployed in this fortification. - Rotating mount: Guns deployed in this position have a 360 degree firing arc. - Dug In - Vt600 SK Casemate: If the Vt600 SK casemate upgrade is taken it is a bunker (see Bunker rules on page 127 <i>Bolt Action</i> rulebook) that provides the gun crew with a 180-degree firing arc. The casemate can be entered through the front aperture.

COMMAND AND OBSERVATION BUNKER

Command and observation bunkers were located all along the Normandy coastline. Some were linked to coastal artillery batteries by phone or radio communication. Command bunkers were also used to co-ordinate the defence of their resistance nests and to maintain communications with their superiors.

Cost	55pts
Special Rules	- Command Bunker: Only officers (2nd Lieutenants, 1st Lieutenants, Captains, and Majors) may be deployed in this bunker type. A maximum of one Command and Observation bunker may be taken in a list. - Command and Observation: If the Command and Observation bunker is occupied by an officer apply the following: All other bunker positions under the players control receive a +1 Morale bonus. In addition, all artillery bunkers and mortar bunkers can draw line of sight for indirect fire from the Command and Observation bunker's observation slit.

CAMOUFLAGED GOLIATH BUNKER

On many of the invasion beaches, particularly Utah and Juno, Goliath remote-controlled tracked mines were deployed. Many were deployed from camouflaged bunkers built near the beaches with the goal of surprising and destroying enemy targets.

Cost	50pts
Team	1 Goliath
Options	- The bunker can be equipped with up to two more Goliaths for +30pts each
	- Goliath team bunker: Only Goliath teams may be deployed in camouflaged Goliath bunkers. Additional Goliaths can be fired off at a rate of one per turn when given the fire order using the Remote Controlled Mine special rules.

Special Rules	- Camouflaged: This bunker starts the game hidden using the usual rules for hidden with the following addition: Goliath teams firing Goliaths from the bunker do not take away their hidden status. Firing their rifles does remove hidden status.
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HOWITZER CASEMATE

Bunkers provide strong protection from all types of enemy fire, from rifle shots to bombs and heavy artillery. Artillery bunkers like the howitzer casemates used throughout Normandy protected the vital artillery that was to provide support to the static divisions that were to stop any Allied invasion in its tracks. Some examples of howitzer casemate types in Normandy were the H669, H611, H612, H667, H679, H683, H650, and the H671.

Cost	45pts
Special Rules	- Artillery Bunker: Only howitzer artillery units may be deployed in a Howitzer casemate. Units can enter artillery bunkers through the front aperture (gaps around guns). - Bunker (refer to page 127 of the <i>Bolt Action</i> rulebook).



British Medium Mortar Team

PANZERSTELLUNG POSITION

Panzerstellungen were Tobruk positions with obsolete tank turrets mounted over the opening. Renault FT turrets or APX-R turrets (used on Renault R-35 tanks and Hotchkiss H-35, H-39 tanks) were used for this purpose.

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)

Team	Two men
Weapon	Low velocity light anti-tank gun with co-axial MMG
Damage Value	8+
Options	- Upgrade the low velocity light anti-tank gun a light anti-tank gun for +10 points
Special Rules	- Immobilised tank: The Panzerstellung is treated differently from other fortifications. It is treated like an immobilised tank unit, therefore it has its own order die. Panzerstellungen are assaulted in the same way infantry and artillery in bunkers are assaulted rather than the standard tank assault. - Low velocity anti-tank gun: The anti-tank gun of the APX-R and FT turrets had very poor velocity. It has an anti-tank rating of +3 instead of the usual +4. - Hull Down: With only their small turrets exposed, Panzerstellungen were a hard target to hit. Panzerstellungen are treated in the same way as Dug In infantry when shot at and are at a -2 to hit.

THE GUNS OF NORMANDY

The Germans equipped their Static Divisions in Normandy as well as their fortified positions with the spoils of war gained during the days of the German Blitzkrieg. Obsolescent German types were also used for this purpose.

LIGHT HOWITZERS

The German First World War era 75mm FK field guns were all over Normandy. There was a 75mm FK field gun in a casemate at Le Hamel on Gold beach, a battery of four 75mm FK 16 nA in field entrenchments at Breville and two in casemates at Courselles on Juno beach. The Krupp designed 75mm FK 38 gun was also scattered around Normandy. One facing Utah in a casemate and two in resistance nest 39 on Gold beach.

French equipment was also in abundance in Normandy. The 75mm FK 231 (f) was the legendary Matériel de 75mm Mle 1897, the quick-firing field gun in the First World War. There were three located near Omaha Beach, one in resistance nest (WN 73) and two in WN 60 near the F1-draw.

The Germans also had light howitzers of Belgian, Czech, Austrian, and Russian origin throughout Normandy. There was an 80mm FK 17 of Czech design and WW1 vintage positioned in an H612 casemate on Omaha. Also facing Omaha was a short-barrelled Russian 76.2mm IKH 290 (r) at WN 64 and two Belgian 75mm FK 235 (b) at WN 62. The 709th Division also had

batteries of Russian 76.2mm FK 39 field guns. The Germans did have some standard German light howitzer pieces positioned in some of the Normandy fortifications but they were a minority.

MEDIUM HOWITZERS

The Germans had quite a few medium howitzer batteries in the vicinity of the Normandy beaches. The most common were the German IFH 18/40 and the Czech made 100mm IFH 14/19(t) produced by Skoda from 1914. The most famous example of the Czech gun was the four-gun battery at Merville in three H669 casemates and one in an H611 casemate. Also common were French 105mm K331 batteries and the Russian 122mm sFH 386(r).

HEAVY HOWITZERS

German units in the vicinity of the invasion beaches had a diverse array of heavy artillery, the largest of which was the 210mm K39/40 battery at Saint-Marcouf. The K39/40 guns were of Czech design. The Czechs built 60 during the war. These guns were deployed in H683 bunkers, two of which were incomplete when the Allies invaded. With the exception of the German destroyer guns at Longues-sur-Mer (150mm TbtsK C/36) most of the heavy howitzers targeting the beaches were of French origin, mainly the 155mm sFH414(f), 155mm K418(f), and 155mm K420(f) batteries deployed mostly in casemates around Normandy.

AMPHIBIOUS ASSAULT RULES



MOVEMENT IN WATER

DEEP WATER

Deep Water is impassable terrain to all units except those that have the Waterborne or Amphibious rules, or any other rule allowing movement in water (i.e. boats and amphibious vehicles, usually). We assume that infantry laden with all of the kit they need to carry in combat cannot swim and keep their kit operational.

In addition, the following extra rules apply:

- If a vehicle with the Waterborne or Amphibious rule is immobilized while in Deep Water, it will automatically drift D6" forward every time it receives an order.
- Units in Deep Water suffer an additional -1 to hit when firing their onboard weapons because of the waves rocking the boat. Players may agree to ignore this rule if the Deep Water in question is exceptionally still (placid lake, very slow-moving river).
- If a transported unit does not have the Waterborne or Amphibious rule and is forced to dismount in Deep Water, it can try to reach an area of Shallow Water with his move to dismount. If it cannot reach the Shallow Water, it is destroyed.

SHALLOW WATER

Shallow water is treated as rough ground, with a few extra rules:

- Only Infantry and Waterborne or Amphibious vehicles may move in water.
- Artillery units treat it as impassable. If transported artillery is forced to dismount in Shallow Water, it can try to reach an area of solid ground with his move to dismount. If it cannot reach the solid ground, it is destroyed.
- While infantry are moving in water, they can do nothing else (e.g. an infantry unit may not fire weapons while in water).
- Infantry units must always pass an order test to execute an order while in water, even if they are not pinned.
- Water provides hard cover to infantry from small arms fire. This is due to the rounds being slowed down by the density of the water. Even the feared MG42s bullets would stop after going through only 3' of surf!
- When an infantry unit finally moves out of the shallow water, it immediately gets an additional pin marker to represent the difficulty of regrouping after moving in water.
- Waterborne vehicles may end their move overlapping solid ground for up to half of their length, thus allowing transported units to disembark.



**US Assault Infantry; 16th Infantry Regiment, 1st Infantry Division, Omaha Beach by Peter Dennis ©
Osprey Publishing. Taken from Elite 219: *D-Day Beach Assault Troops***

BEACH RULES

BEACHES

Beaches are rough ground.

SEND 'EM BACK

Once all units have left a transport vessel (one that is not destroyed), remove the transport from the table at the end of the current turn. Remove its order die from the game. It is not counted as destroyed.

TANKS IN LANDING CRAFT

Tanks loaded on landing craft that are destroyed in deep water are also destroyed. If a landing craft loaded with a tank is destroyed in shallow water the tank takes the same number of pins as received by the landing craft that turn, but must be given an *Advance* order on the next occasion the tank receives an order die.

BEACH OBSTACLES

When the defender in an amphibious assault scenario deploys fortifications they also place beach obstacles in the shallow water area and on the beach. These obstacles are placed 12" apart in width (left to right, east to west) and 6" apart in depth (top to bottom, north to south). During a game after a landing craft or amphibious unit has moved roll to see how far the landing craft has drifted. First establish the direction it drifts. An order dice can be used for this purpose. Roll the dice, the facing of the arrow is the direction the craft will drift. Then roll a D6 to establish how far the landing craft drifts. Move the landing craft in the direction and distance established, if it hits a beach obstacle the landing craft is damaged and the units onboard dismount the landing craft and go down. Before dismounting units onboard the landing craft roll another D6, on a roll of 1 the landing craft has hit an obstacle with a functioning anti-tank mine with +5

penetration (See minefield rules). If the landing craft is destroyed as a result of the mine, units onboard also dismount and receive a *Down* order. Landing craft or tanks that have stayed stationary also need to roll for drift after their order for that turn has been resolved.



US LCVP Boat Team by Peter Dennis © Osprey Publishing. Taken from Elite 219: *D-Day Beach Assault Troops*

CLOSE ARTILLERY SUPPORT

If Allied players (US, British, Canadian) take an M7 Priest or Sexton in their list when performing a Beach Assault, the M7 and Sexton can provide close artillery support, shooting from a Landing Craft, Mechanized (LCM). When given a fire order on a landing craft the M7 can only provide indirect fire on targets.

LANDING CRAFT

LCA: LANDING CRAFT ASSAULT

The British version of the LCVP. It had better protection for its passengers from small arms fire, but was notorious for taking on water because of its low draft.

Many of the British troops landing on D-Day were drenched in the rough seas, others had to bail water from their LCA to prevent them from being swamped.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Weapons	One MMG covering front and left arc, one MMG covering front and right arc
Damage Value	7+
Transport	36 men, or one jeep and 16 men
Special Rules	- Waterborne: May only move in areas of deep or shallow water. Waterborne vehicles are treated as a tracked vehicle for speed and turning ability. - Slow - Open topped

LANDING CRAFT MECHANIZED (LCM)

Designed to transport large numbers of men and vehicles, the LCM was the Allied army's workhorse on D-Day.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	One MMG covering front and left arc, one MMG covering front and right arc
Damage Value	7+
Transport	100 men, or two soft skin vehicles, or one armoured vehicle
Options	Upgrade both MMGs to HMGs for +20pts
Special Rules	- Waterborne: May only move in areas of deep or shallow water. Waterborne vehicles are treated as a tracked vehicle for speed and turning ability - Slow - Open topped

LANDING CRAFT, VEHICLE, PERSONNEL (LCVP)

The most common example of Landing Craft, Personnel was perhaps the Higgins Boat. This ubiquitous vehicle was made from plywood, its design based around boats normally used in swamps in the mainland US. It could carry an entire infantry platoon or a light vehicle like a jeep and deliver them from their transport ship offshore to the beach, where the front ramp was dropped to let the troops quickly deploy. Around 20,000 were built during World War II.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	One MMG covering front and left arc, one MMG covering front and right arc

Damage Value	6+
Transport	36 men, or one jeep and 16 men
Special Rules	- Waterborne: May only move in areas of deep or shallow water. Waterborne vehicles are treated as a tracked vehicle for speed and turning ability - Slow



D-Day landings, 6 June 1944 by Graham Turner © Osprey Publishing. Taken from Command 9: *Bernard Montgomery*

APPENDIX: SPECIAL RULES



CAMPAIGN SPECIAL RULES

AD HOC UNIT RULES

Ad hoc units are half squads hastily put together when conditions are chaotic and men are thrown together out of necessity. They can also be used to represent units that have taken appalling casualties and are down to a few men. In certain scenarios in this book Ad hoc units are used with details of their structure. If you would like to use Ad hoc units to represent historical units in the above conditions simply select a suitable squad (e.g. A paratrooper squad from *Armies of the United States*) and half the men available to it, rounding up. For example, a paratrooper squad's composition is usually six men. This is halved to three men and they can add an extra three men instead of the usual six. Options are also halved rounding up. The same unit could usually have access to three SMGs, they now may have access to two SMGs. The base points cost is also halved. You add options on top of that base (e.g. three paratroopers would drop from 78 to 39pts).

AIR SUPREMACY

Allied Forward Air Observers roll a 'Here it comes!' result on the air strike chart on a roll of 3, 4, 5, or 6. In addition German reserves receive a further -1 to their order test to come on from reserve.

NORMANDY TERRAIN

BOCAGE

Bocage is impassable to vehicle and artillery units. It counts as rough ground to infantry units. Infantry and artillery units cannot be seen if they are on the far side of bocage. The exception to this rule is if they are up against the bocage. They can be seen if they are adjacent to bocage but have hard cover. With vehicles the 'what you see is what you get' rule applies. Most of the time they can be seen but get the benefit of hard cover, smaller tanks though may not be

visible at all so this is left to the players' discretion. Again, if vehicles are adjacent to bocage they will be seen and get hard cover.

MINEFIELDS

MINEFIELD RULES

Players can decide to add minefields to any of their games, as long as they agree beforehand. Usually the defender in a scenario can deploy mines, since attackers are pushing into a new area and have not had the opportunity. Initially, we are going to provide rules for visible, marked minefields, as we assume that both sides are adhering to the Geneva Convention and marking their minefields. We shall also deal by default with anti-personnel mines, as they are the most common. Later on, we'll also provide rules for antitank, mixed, dummy, and concealed minefields.



German Army Field Wagon

MINEFIELD SECTIONS

The default minefield section in *Bolt Action* is a 6" square area. Larger minefields can be made by placing several of these sections next to each other. Normally, we tend to allow the defender in a scenario two minefield sections per full 1,000 points of his force. Or, if you prefer, you can allow a certain amount of points to be spent on minefields (up to 10 per cent of the force total), and say that each section costs 50pts.

A minefield section can either be a cardboard base appropriately decorated, much like an area of rough ground, or can be delimited ad hoc before a game using four 6" long obstacles (like a 6" length of barbed wire), or even simply using four counters set up at 6" distance to mark the corners of the minefield.

EFFECT OF MINEFIELDS

When any unit (friend or foe) moves into a minefield section, the opponent can interrupt their movement once at any point during their move, just as if the minefield itself was in *Ambush*. When the opponent declares that the minefield is 'attacking' the unit, the controlling player must halt at that point and note how much movement the unit has left. Assuming the unit survives its encounter with the minefield, it will finish its move as normal.

After the unit has been positioned at its 'Ambush' point, the opponent rolls one die to see if the unit triggers a mine, effectively rolling to hit the unit with the minefield section itself. A minefield section needs a 3+ to hit an Inexperienced unit, 4+ for a Regular unit, and 5+ for a Veteran unit. Units belonging to the player that has placed the minefield are supposed to know the location of the mines, so they can force the opponent to re-roll any successful hit, as long as they are moving at an *Advance*. Also, units of combat engineers (Engineers, Pioneers, etc.) are trained to deal with these obstacles and always benefit from this re-roll when moving at an *Advance*, even when crossing the enemy's minefields. If any unit (including friends and engineers) is sufficiently foolhardy to cross a minefield at a *Run*, the minefield rolls three dice when ambushing the unit rather than one! If the minefield misses with all of its dice, the unit has not triggered a mine and can finish its move normally. If the minefield scores hits, then each successful hit is resolved with a Penetration value of +2 against non-armoured targets and +3 against armoured targets (Damage roll of 7+). Roll to damage as normal. A unit that is hit also suffers D3 pin markers rather than just 1. Note that the higher value Pen against armoured targets reflects the fact that the anti-personnel mine hits the weakly armoured belly of the vehicle – not normally considered from the point of view of other hits. If the unit is not destroyed, or broken by a resulting Morale check, it can finish its move as normal. Note that a single minefield section can attack a unit

only once per move, but can attack any number of units moving over it during the turn. Also, if a unit was foolish enough to cross two (or more!) minefield sections as part of the same move, each section can *Ambush* it in turn.

ANTI-TANK MINEFIELDS

At the beginning of the game, you may secretly write down that any of your minefields is an anti-tank minefield. Anti-tank minefields only affect vehicles, and are ignored by infantry and artillery units that move over them. However, hits inflicted on vehicles are at +5 Pen rather than the normal +2.

MIXED MINEFIELDS

You can also create a mixed minefield section by ‘using up’ two of your sections. So, if for example you were allowed two sections in the scenario being played, you can lay both out as anti-tank or anti-personnel minefields, or deploy a single one as a mixed minefield. Make a note of which section is mixed. A mixed minefield section combines the best of both worlds and will affect infantry and artillery with +2 Pen hits, but vehicles with +5 Pen hits.

DUMMY MINEFIELDS

You can replace any real minefield section allowed by the scenario with two dummy minefield sections. For example, if you are allowed two sections, you can place three down. Make a note of which sections are dummies. Your opponent might notice this variation in the number of allowed minefields, in which case he’ll know some minefields are dummies, but of course he won’t know which ones!

When units enter a dummy minefield, roll to *Ambush* them as normal (including any re-rolls that the opponent may force upon you). If you score a hit, however, you have to reveal the minefield is just a dummy, and from now on it counts as a cleared minefield section (see below), as a few mines were often left even in dummy minefields.



A British Crocodile lights up a German emplacement

MINEFIELDS IN WATER

As mines in shallow and deep water are intended solely to destroy boats and amphibious vehicles, you cannot place antipersonnel minefields in water terrain (Shallow or Deep), but you can place anti-tank minefields, or dummy ones, in either type of water terrain (see rules for [movement in water](#)).

CONCEALED MINEFIELDS

Instead of visibly deploying your minefields sections, you may halve the number of sections available and deploy them hidden without any markings. We cannot condone and do not encourage the use of this despicable practice, which is against the Geneva Convention!

Make an accurate note of where the minefield sections are. You can either use coordinates and/or make a map of the table as you wish. You cannot place hidden minefields in the enemy's set-up zone. During the game, when a unit moves into the minefield, you must reveal it (the unit has spotted that something is amiss) and place it on the table, and then proceed to *Ambush* the unit as normal.

CLEARING MINEFIELDS

Once a minefield section has scored one or more hits on a unit passing over it, the opposing player rolls a die. On the roll of a 6, the minefield is cleared. If the unit that was hit was a vehicle with damage value 8 or more, the minefield is instead cleared on a 4+. This represents any subsequent troops either following in the tracks of the first or moving over craters left by previous exploded mines.

A cleared minefield is left in place, but from that point onwards the minefield only ever scores hits on a 6, regardless of the quality of the troops crossing it, and always rolls a single die ‘to hit’, even against units moving at a *Run*. Re-rolls for friends and Engineers still apply. This represents hurried mines clearance under fire, which is not exactly a thorough process, and might definitely leave a few isolated mines behind. Thankfully, there are alternative means of clearing a minefield other than walking your infantry or driving your tanks over it. These are listed below with their rules.

MANUAL MINE CLEARANCE BY INFANTRY

Any infantry unit that has at least five models inside a minefield can be ordered to attempt to clear it using their bayonets. The unit must be given a special ‘Mine clearing’ order, which is the same as giving the unit a *Down* order – place a *Down* marker next to the unit and then make a ‘mine clearing roll’ applying all of the modifiers below. In order to clear the minefield section, the result needs to be a 6 after modifications. Note that a natural 6 is always a success and a natural 1 is always a failure. In addition, if a natural 1 is rolled, the minefield section ambushes the unit as normal (and in this case, an anti-tank minefield does affect the tampering infantry!).

Mine Clearing Table	
Mine Clearing Modifiers	Modifier (cumulative)
Veteran	+1
Inexperienced	-1
Engineers	+1
Mine-clearing gear*	+2
Per pin marker on the unit	-1
*Any Engineer unit may be equipped before the game with mine clearing gear (Bangalore Torpedoes,	

mine detectors, etc.) at a cost of +1pt per model, at least one of the models should show this upgrade.

BLOWING IT UP!

Any weapon capable of Indirect Fire can target a visible minefield section. Aim for the centre point of the section and roll to hit as normal (including ranging in for successive shots). If a hit is scored, roll for the HE value of the weapon – if you score at least 6 hits on the minefield with a single shot, the minefield section is cleared. When resolving an artillery barrage ‘Fire for effect’ result, roll a die for each minefield section within range of the barrage (including concealed ones!). If you roll a 6, the minefield section is hit by a heavy howitzer as normal, and if you score at least 6 hits on it, it is cleared. When firing a preparatory bombardment, roll a die for each minefield sections in the defender’s set-up zone (including concealed ones!). If you roll a 6 that minefield section is cleared.

DUG IN: FOXHOLES, TRENCHES, AND GUN PITS

In every theatre with suitable terrain all sides used gun pits, foxholes, and trenches to defend their ground. In *Bolt Action* terms this means that defending units set up on the tabletop at the beginning of the game can have the advantages of *Dug In* positions. *Dug In* positions work a lot like the Hidden Set-Up rules in that regard, but in the case of *Dug In* positions the bonuses continue to function during combat.

DUG IN RULES

Where indicated in the scenario, units can be *Dug In* at the start of the game (for scenarios where it is not specifically mentioned as a rule of thumb a unit that can use Hidden Set-Up is allowed to be *Dug In*). These units must be deployed on the tabletop at the start of the scenario and may be subject to the Hidden Set-Up rules as well. *Dug In* units are still placed on the table in the usual way, and must be marked in some fashion to show that they are hidden – any distinct token or marker will do.

A *Dug In* unit counts as ‘Down’ when shot at, even if it’s not *Down* (additional –1 to be hit and the number of hits from HE is halved rounding down). If the unit does go ‘Down’ while *Dug In*, the benefits of being *Down* are doubled (i.e. –2 to be hit and only one-quarter damage from HE). Being *Dug In* offers no additional protection or benefit against enemy assaults (although tank assaults are an exception, see below).

Units count as *Dug In* until they’re ordered to *Advance* or *Run*. If possible mark the locations of vacated foxholes, gun pits, and trenches so that they can be re-occupied or captured by the enemy later. Card counters, plasticine or piles of small stones can be used as a makeshift solution, although gorgeous modelling solutions made with foamcore, clay, or similar materials are preferred of course!



The Hazards of Glider Landings by Peter Dennis © Osprey Publishing. Taken from Elite 200: *World War II Glider Assault Tactics*

DUG IN VEHICLES

On the defensive it was common practice to dig in tanks as well as men, albeit considerably more digging was required! While the tank sacrifices its mobility, it gains protection by reducing its target size and not having its more vulnerable treads and hull exposed to enemy fire.

Dug In vehicles count as being in hard cover to attackers and count immobilised damage results as crew stunned instead. *Dug In* vehicles may not move during the game.

DUG IN WITH HIDDEN SET-UP

A unit can be both *Dug In* and use Hidden Set Up, providing it satisfies the deployment restrictions for both – in this case it is assumed the *Dug In* unit has had the time and opportunity to properly camouflage its positions.

The Hidden Set-Up rules take precedence until they no longer apply, the *Dug In* unit does gain the additional protection of counting as *Down* against HE fire while Hidden. Once Hidden Set-Up rules no longer apply to the unit for any reason, the *Dug In* rules apply instead.

DUG IN VS PREPARATORY BOMBARDMENT

In scenarios which use the Preparatory Bombardment rules (see Preparatory Bombardment on page 118 of the *Bolt Action* rulebook) being *Dug In* doesn't modify the effects of the bombardment. It's assumed that units are already taking cover as best they can from the bombardment and that in the event of a direct hit being dug in won't offer any additional protection from a heavy calibre shell, bomb or rocket.

DUG IN VS TANK ASSAULT

A foxhole or trench would give protection for a few moments, but if a tank actually stopped on it and twisted on its tracks a few times 'like a man crushing out a cigarette' (to quote one observer) the hole would collapse with messy results for the unfortunate occupant.

Models from *Dug In* units automatically pass their morale check and are not moved aside when assaulted by a tank as they simply duck down in their entrenchment and allow the tank to pass overhead. However, if a tank ends its Assault movement on top of any *Dug In* models those models are removed as casualties and the unit must take the morale check for tank assault as normal.

DIGGING IN DURING A GAME

We do not normally allow troops to Dig In during the course of a game, but if both players agree, troops can be allowed to go Dig In during a game if they are given a *Down* order. Make an order test for the unit at the end of the turn, if it succeeds and the unit remains on *Down* orders in the same spot until the end of the next turn, they will count as *Dug In* at their current positions in the end phase of that turn.

As this can slow down the game and makes some scenarios harder for one side to win we present it as an optional rule for experienced players rather than as a general rule of play.



British Hamilcar Heavy Glider Mk I by Peter Dennis © Osprey Publishing. Taken from *Elite 200: World War II Glider Assault Tactics*

AIR-LANDING REINFORCEMENTS

The rules of *Bolt Action* deal with paratroopers and glider troops by assuming that they have dropped/landed outside the playing area and regrouped by the time they arrive on the table. We feel that the reserve rules, and particularly the outflank option, allow the player to simulate the situation where these troops arrive on the battlefield from an unexpected direction.

However, we have all watched movies where paratroopers land under fire and indeed there have been a few such instances in history, such as Operation *Mercury* in Crete. The optional rules presented here attempt to recreate those few dramatic occurrences in your games of *Bolt Action*.

PARATROOPERS – COMBAT JUMP

The units listed below can use the Combat Jump rules, even when they simply chosen as part of a normal Reinforced Platoon. They can do so even if they are chosen as part of an Armoured platoon, in which case you cannot purchase a transport vehicle for them, much like cavalry and motorbike units.

- *Armies of Germany*: Fallschirmjäger squad (early war, late war)
- *Armies of the United States*: Paratrooper squad
- *Armies of Great Britain*: Paratroop section*
- *Armies of Italy and the Axis*: Paracadutisti infantry section**
- *Armies of the Soviet Union*: Airborne squad
- *Armies of Imperial Japan*: IJA Teishin Shudan Paratrooper squad
- *Armies of France and the Allies*: Groupe Franc/SES/GIA veteran infantry section**

* You can use this entry to also represent the Polish paratroopers of the 1st Independent Parachute Brigade that was created in Britain by the Polish government in exile and participated to Operation *Market Garden*.

** Use for ‘what-if’ scenarios, as these troops did not get a chance of being deployed through combat jumps in World War II.

AIRBORNE PLATOONS

To represent the various support units that were part of the airborne divisions, you can pick one or more platoons from the Airborne Platoon selector below. All units in this platoon have the ability to deploy using the Combat Jump rule. However, the entire platoon (or platoons) must deploy using a combat jump. Also all units must be chosen at Veteran level, or at Regular if a Veteran option is not available. Inexperienced units cannot be included in this platoon.

AIRBORNE REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Airborne infantry squads (chosen from the list of Airborne units above)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

Infantry

0–3 Airborne infantry squads (chosen from the list of Airborne units above)

0–1 Machine gun

0–1 Sniper

0–1 Flamethrower

0–1 Anti-tank team

0–1 Mortar (light or medium)

Artillery

0–1 Light anti-tank gun, light anti-aircraft gun or light howitzer

COMBAT JUMP RULES

Units that choose to, or have to, deploy through Combat Jump are left in Reserve (even in scenarios that do not allow this). When they become available, instead of entering the table from the player's table edge, they use the combat jump procedure below.

- The landing and roll distance: the player controlling the unit performing the combat drop places the Order die for the unit on the table with the directional arrow pointing to indicate where the unit is attempting to land and the direction in which it is travelling. The opponent gets to change the direction of the arrow by up to 45-degrees clockwise or anti-clockwise. The player then rolls two dice. The sum of these in inches is the distance the marker is moved.
- When the final position of the marker has been established, place the first model of the unit in base

contact with the Order die, touching the side of the dice opposite the one the arrow is pointing at (in other words 'behind the die'). Then place all other models in the unit in a 'stick' of models 1" apart and in a straight line behind the initial model. Any models landing in impassable terrain are removed as casualties.

- Once all the models have been placed, the unit immediately suffers one pin marker. The unit's Order die is turned to the *Rally* face and the unit's turn is over (without actually executing a *Rally* order – this simply represents the airborne troops spending time regrouping). Enemy units in *Ambush* can now fire against the unit as normal, if they wish to. In addition, all enemy units that are not in *Ambush* and have flak weapons with a Pen value of +2 or less can fire these weapons for free against the unit (just as if they were in *Ambush*) – this does not require an Order, but can be done only once per turn.
- From the next turn the unit can fight as normal.

ALTERNATIVE RULES FOR PARATROOPERS

Instead of placing the Order die for the arriving unit and then rolling for distance travelled, you may hold the die roughly 2' above the table and let go. If the die bounces off the table, the unit is placed back in Reserve and you will have to roll again for it next turn. Of course, you can agree with your friends before beginning the game that any such incident means that the unit's transport plane has been destroyed instead, along with the unit – harsh!

GLIDERS

Parachute landings were always problematic because they scattered the attackers over a wide area so disposable gliders were the airborne method of choice for delivering a coherent team for a raid on a specific target.

Gliders were nearly silent and very accurate, normally landing within one hundred metres of the target. They also delivered a concentrated squad with their equipment in the same package. The primary problem with a glider landing was finding a large flat area of land clear of obstructions near to the target to act as a landing zone.

Gliders were designed to drop steeply into the landing zone but the length of landing roll was always a problem. The main problem with gliders was that a hard landing could cause injuries to the troops on board, even rendering them unconscious or killing them. The breaking parachutes were a largely untested innovation that tended to tip the gliders nose down.

GLIDER LANDING UNITS

The units listed below can use the Glider Landing rules, even when they simply chosen as part of a normal Reinforced Platoon. They can do so even if they are chosen as part of an Armoured Platoon, in which case you cannot purchase a transport vehicle for them, much like cavalry and motorbike units.

- *Armies of Germany*: Heer Pioneer squad, Sturmpanziere squad, Fallschirmjäger squad (late war), Waffen-SS squad (late war)
- *Armies of the United States*: Paratrooper Squad, Glider squad
- *Armies of Great Britain*: Paratroop Section, Regular or Veteran infantry section (mid/late war)
- *Armies of the Soviet Union*: Veteran squad, Airborne squad*

*Use for what-if scenarios, as these troops were not deployed by glider landing in World War II.

GLIDER LANDING PLATOONS

To represent the various larger glider-landing unit that were part of the airborne divisions, you can pick one or more platoons from the Glider Landing Reinforced platoon selector below. All units in this platoon have the ability to deploy use the Glider Landing rule. However, the entire platoon (or platoons), must deploy through Glider Landing. Also all units must be chosen at Veteran level, or at Regular if a Veteran option is not available. Inexperienced units cannot be included in this platoon.

Glider Impact table	
2d6 Roll	Result
1–4	Section exits safely
5–6	Section is stunned and does not exit glider this turn
7+	Section is stunned and does not exit glider this turn; one man is badly injured, remove from the game (controlling player's choice)
Modifiers	
Deploying breaking parachute	+1
Striking a solid object (building, telegraph pole, or gun pit)	+1

TOP SECRET

ALTERNATIVE RULES FOR GLIDERS

Make a paper airplane to represent the glider (using an A4 sheet of paper!), then instead of following the procedure described above, place your back to the table, walk a couple of steps away from the table and then turn around and throw the paper airplane onto the table. If the paper airplane lands off the table, it is placed back in Reserve and you will have to roll again for it next turn. Of course you can agree with your friends before beginning the game that any such incident means that the glider has been destroyed instead, along with all the units it was carrying... very, very harsh! If the paper airplane lands on the table, replace it with the glider model and continue as described above.

GLIDER LANDING REINFORCED PLATOON

1 1st or 2nd Lieutenant

2 Glider Landing infantry squads (chosen from the list of Glider Landing units above)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

Infantry

0–3 Airborne infantry squads (chosen from the list of Glider Landing units above)

0–1 Machine gun

0–1 Sniper

0–1 Flamethrower

0–1 Anti-tank team

0–1 Mortar

Artillery

0–1 Light or medium anti-tank gun, light or medium anti-aircraft gun, or light or medium howitzer
Tanks, Tank Destroyers, Self-propelled Artillery and Anti-aircraft Vehicles

0–1 Tetrarch light tank (Allied armies only)

Transports and Tows

0–1 Jeep (any type, Allied armies only)

GLIDER LANDING RULES

Units that choose to, or have to, deploy through Glider Landing are left in Reserve (even in scenarios that do not allow this). When a unit transported in a glider becomes available, instead of entering the table from the player's table

edge, use the Glider Landing procedure below.

- The landing and roll distance: the player controlling the glider places a marker on the table with a directional arrow to indicate where the glider touches down and the direction in which it is travelling. The opponent gets to change the direction of the arrow by up to 45° clockwise or anticlockwise. The player then rolls two dice. The sum of these in inches is the distance the glider moves before stopping. Move the marker or glider model accordingly.
- Breaking parachute: after observing the glider's roll distance, the player can choose to deploy a breaking chute. Roll a die. The number in inches is the reduction in roll distance. However, the use of a braking parachute adds +1 to the landing impact die roll.
- Placing the glider: when the final position of the marker has been established, place the glider model (if you have one) with the nose on the marker and the tail pointing back towards the direction of entry. The glider counts as a soft-skinned transport vehicle that cannot move. If you don't have a glider model, use a 12"-long, 3"-wide rectangular marker, or alternatively you can simply place the models lying down in an equivalent area on the table and/or mark them with a token that identifies them as 'inside the glider'.
- Activating units in the glider: After the glider has landed, all units inside it have their order die taken out of the bag, assigned to them and turned to *Down* for the turn. All units are assumed to be in the glider, extricating themselves from the fuselage, counting as units embarked onto a soft-skinned transport. From the following turn, when you intend to give an order to a unit in the glider, first roll a die for that unit to see if it exits safely. Add any modifiers and apply the result from the landing impact table. At the start of each following turn roll again for any units still in the glider (same modifiers apply).



US Airborne Pack Howitzer

D-DAY CHARACTERS



BRITISH CHARACTERS

MAJOR JOHN HOWARD

Major Howard owed much of what he achieved to extraordinary work ethic and conscientiousness. He started his military career as a private in the King's Shropshire Light Infantry. From the outbreak of war in 1939 he rose rapidly through the ranks, by April 1940 he was a Regimental Sergeant Major. Howard was soon offered a chance at an officer's commission which he reluctantly accepted and obtained. After receiving his commission, Howard transferred to the Oxfordshire & Buckinghamshire Light Infantry and was posted to the 2nd Battalion. In 1941 he was promoted to Captain and by the end of the year the Ox and Bucks were converted to glider-borne troops.

In May 1942, Howard was promoted to Major and given command of D Company. Howard imbued in his soldiers the same qualities that had made him a successful soldier. D Company gained a reputation under Howard's command of being the most physically fit, of having the highest standards and the highest morale. It was no surprise that D Company would be selected to spearhead one of the most vital operations of D-Day; the taking of Pegasus Bridge. The *coup de main* glider assault on Pegasus Bridge was one of the most precise and successful glider operations of the war. The bridge itself was taken in less than ten minutes with few casualties. For his part in leading the operation, Howard received the Distinguished Service Cross. He remained in the front line until September 1944 when the 6th Airborne Division was pulled out of the line.

Due to a tragic car accident Howard never returned to combat and left the army. Post-war he entered the civil service and become a lifelong friend of one of his D-Day enemies, Hans von Luck.

Major Howard can be taken in the 1944-Normandy Theatre Selector in the *Armies of Great Britain* book or the British 6th Airborne reinforced platoon or British/Canadian D-Day reinforced platoon (off the beaches) from this book.

Cost	180pts (Veteran Major)

Composition	One officer and up to 2 men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	- Major Howard may be accompanied by two men at a cost of +14pts per man
Special Rules	- Outstanding Physical Training: Infantry units in your force get an extra inch of movement when ordered to Advance and an extra 2" of movement when ordered to Run.

BRIGADIER LORD LOVAT (SIR SIMON FRASER)

Aristocratic and haughty, Lovat nonetheless inspired confidence in his men through his utter contempt for danger and his fearless leadership. Simon Fraser, the 15th Lord Lovat and head of the Fraser Clan, came from a long military lineage going back at least five hundred years. After attending Oxford University, Lovat joined the army and in 1931 transferred to the Scots Guards as a Second Lieutenant. In 1937 Lovat resigned his commission and returned to his estate. Two years later with the threat of war looming, Lovat was recommissioned a Captain with the Scots Guards.

In June of 1940 Lovat joined the commandos and was assigned to No. 4 Commando. In April of 1942, after gaining promotion to the rank of Major, Lovat led his first commando operation. The operation was a raid on the French coast at Hardelot. His conduct on this raid earned him the Military Cross. The citation for the award emphasised his cool and clear leadership under fire. In August of 1942, Lovat's role in the Dieppe raid cemented his reputation. No. 4 Commando under Lovat's command was the most successful unit of the entire operation. They achieved their objective, the destruction of a heavy gun battery, while sustaining the lightest casualties of Operation *Jubilee*. Lovat was awarded the Distinguished Service Order for his outstanding leadership and bravery in what was otherwise a disastrous operation.

With the establishment of the First Special Service Brigade in November of 1943, Lovat was promoted from Lieutenant Colonel to Brigadier and given command of the brigade. The brigade, one of the most elite units in the British Army at the time, was given the vital D-Day mission of linking up with the 6th Airborne, a mission he was confident his men could achieve. On June 6th, Lovat landed on Queen Red beach with the piper Bill Millin in tow playing highland tunes on his bagpipes at Lovat's request. For not the only time on D-Day, the

men witnessing Lovat and Millin could not believe their eyes as they casually strolled up the beach under heavy fire to the cheers of the men taking cover behind the sea wall. Lovat himself wore a white jumper under his battledress, sported an American carbine and wore polished brogue shoes. When German machine gun fire kicked sand up on to his shoes he was more concerned about flicking sand off them than reacting to almost being hit. His total dismissal of the danger present was an inspiration and a morale booster to the men that witnessed his conduct on that day. Under his leadership the 1st Special Service Brigade was able to meet its D-Day objectives on schedule to the delight of the Airborne units relying on their relief. For his D-Day exploits the French awarded Lovat the *Légion d'Honneur* and the *Croix de Guerre*. After six days of hard fighting in the Orne bridgehead Lovat was seriously wounded and evacuated back to England. He would eventually recover from his wound but not in time to see active service again.

After the war Lovat would go into politics reaching the position of Minister of Economic Warfare. For the rest of his life he retained the honorary rank of Brigadier. In March of 1995, one of the iconic figures of D-Day; the 15th Lord Lovat, passed away. Bill Millin attended the funeral and played Lovat's favourite Highland songs as a last goodbye to the proud Scotsman. Lord Lovat may be taken in the 1940(n dash)1943- Behind Enemy Lines and Normandy selectors in the *Armies of Great Britain* book and the British/Canadian Beach Assault and British/Canadian D-Day reinforced platoons found in this book.



Lord Lovat and piper Millin

Cost	175pts (Veteran Major)
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Composition	Brigadier Lord Lovat, up to two men and Piper Bill Millin (if taken)
Weapons	Pistol, rifle, or SMG as depicted on models
Options	- Brigadier Lovat may be accompanied by up to 2 men at a cost of +13pts per man - Brigadier Lovat may also be accompanied by Piper Bill Millin for +45pts
Special Rules	- Commanding Presence: Lord Lovat's fearless presence keeps the soldiers under him steadfast in their duty, conferring a +5 bonus to morale of units within his command radius. - Piper Bill Millin: (If taken) Piper Bill Millin's bagpipes extend Lord Lovat's command range out from 12" to 24". In addition, a force with Lovat accompanied with Bill Millin don't pick a national characteristic for their force, instead at the start of each turn of the game Bill Millin chooses a tune to play on his bagpipes which is linked to a specific national characteristic. The song played by Millin determines what national characteristic is in effect during that turn. Here are the tunes Millin can play and the National characteristics they bring into effect: Scotland the Brave: Playing 'Scotland the Brave' brings the national characteristic 'Up and 'at 'em' into effect. Black Bear: Playing 'Black Bear' brings the national characteristic 'Tough as Boots' into effect. Blue Bonnets over the Border: Playing 'Blue Bonnets over the Border' brings the national characteristic 'Rapid Fire' into effect. If Piper Bill Millin is killed during the course of the game the national characteristic that was in effect remains in effect for the rest of the game.

MAJOR PHILIPPE KIEFFER

Prior to World War Two Kieffer was working as a director of a bank in New York City. When war broke out, Kieffer, aged 40, joined the French navy and was commissioned an officer. He had previously been a Navy reserve officer so within a week Kieffer was posted to a French battleship. When France fell in June 1940, he left for Britain. After arriving there he joined the Free French Naval Forces on the same day they were formed.

While working in a naval cipher office Kieffer became inspired by the exploits of the British Army Commandos who at the time had raided the Norwegian Lofoten Islands. He set about creating a French commando. He first went to his superior, Admiral Emile Muselier who backed his plan. Kieffer then brought his plan to the commander of the British Special Service Brigade, Brigadier Haydon. Haydon passed the idea up the chain of command to the commander of Combined Operations, Lord Louis Mountbatten who liked the idea. Mountbatten accepted the plan with the proviso that the new commando

included exiles from all the occupied nations of Europe. The result was the creation of No. 10 (Inter-Allied) Commando. A commando full of patriotic men yearning to liberate their home countries from Nazi tyranny and oppression.

In June of 1942, Kieffer began work on establishing two French Troops starting with a core of French sailors. From April of 1943 the French commandos under Kieffer's command staged raids along the French coast. The goal of these raids was to help convince the Germans that the Pas-de-Calais was the Allies' target for the invasion. In April of 1944 Kieffer and his men were attached to No. 4 Commando in preparation for D-Day. They were given British ranks, Kieffer received the rank of Major.

After landing at Queen Red beach on D-Day morning, Kieffer was wounded in the thigh but continued with his mission to capture the casino bunker complex at Riva Bella. After the attack on the Casino was stalled and their weapons found to be ineffectual against the concrete and steel bunkers, Kieffer broke cover to find assistance. On finding a Royal Marine Centaur tank the attack regained momentum and the strongpoint was subdued.

With shrapnel in his leg Kieffer led his men to the Orne bridgehead, refusing evacuation until June 9th after seeing off a counter-attack supported by panzers. He only left his men when it was apparent that his wound was septic. After receiving treatment, Kieffer returned to his men on July 13th. Days later he received the Military Cross, presented by General Montgomery himself. After the 1st Special Service Brigade advanced on the Seine in late August, Kieffer along with the rest of his unit returned to England.

Kieffer returned to the front at the head of his commandos in late October to take part in the amphibious operation against the Dutch island of Walcheren and later Schouwen. Kieffer and French troops 1 and 8 would end the war in Schouwen. Throughout his wartime service Kieffer earned his country's highest honours as well as military honours from a Great Britain grateful for Kieffer's contribution to the Allied war effort.

Major Kieffer may be taken in the 1940(n dash) 1943-Behind Enemy Lines and Normandy selectors in the *Armies of Great Britain* book and the British/Canadian Beach Assault and British/Canadian D-Day reinforced platoons found in this book.

Cost	195pts (Veteran Major)
Composition	Major Kieffer and up to two men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	Major Kieffer may be accompanied by up two soldiers at a cost of +13pts per man
Special Rules	- Determination: After landing on Sword beach Kieffer was wounded in the thigh. This did not stop him from leading his men from the front and taking the risks they took. Wounds won't stop Kieffer from leading his men. Kieffer becomes a casualty on 6+ rather than 5+. In addition, any friendly infantry and artillery unit within Major Kieffer's command radius benefits from the Stubborn special rule.

CAPTAIN COLIN MAUD RN

Maud's wartime service included destroying and capturing numerous enemy ships and submarines, taking part in the Second Battle of Narvik, the Dunkirk evacuation, the hunt for the Bismarck, the Spitzbergen raid, Malta convoys, and Russian convoys. He was awarded the Distinguished Service Cross and Distinguished Service Order and once survived an hour in freezing cold water after his destroyer was sunk by a U-boat, a feat that he credited to downing a bottle of whiskey before jumping into the sea. After this he ordered the sailors under his command to always carry a bottle of whiskey in case it was needed.

Commander Maud was selected as the Principle Beach Master for Juno Beach during the Normandy landings, for which he was made an acting captain. Complete with his German shepherd, Winnie, Maud took charge of the arrivals and departures on Juno Beach under heavy enemy fire. With his dark beard, shillelagh (wooden club) and dog, Maud cut an imposing figure on the beaches, sometimes swimming out to landing craft to point out errors in handling to their crew. His ruthless efficiency in running his beach and almost comical disregard for danger resulted in a bar to his DSO.

Maud retired from the Royal Navy in 1956, holding the rank of commodore. He acted as a technical advisor for the 1962 movie 'The Longest Day', during which he was played by Kenneth More. He allowed More to use the actual shillelagh which he had carried at Juno Beach for his scenes, although Winnie the German shepherd was replaced with an English bulldog. Described as a popular leader with exceptional boldness and tenacity, Maud died in 1980 at the age of 77.

Captain Maud may replace the RN Beach Master option in the Late War Commando – NW Europe Reinforced Platoon. He can also be used as a HQ option in the Generic Reinforced Platoon list.

Cost	175pts (Veteran Major)
Composition	1 officer, 1 German shepherd or English bulldog, and up to 2 further men
Weapons	Maud carries a pistol and a shillelagh. Accompanying soldiers carry pistols, sub machineguns, or rifles as depicted on the models
Options	- Maud may be accompanied by up to 2 additional men at +14pts each
Special Rules	- Tough fighters - Securing the beaches: If Maud is on the table with a Down order, any attempt to bring on reserves via boat or landing craft ignores the normal -1 modifier. Any boat or landing craft attempting to move from deep water to shallow water has a +1 modifier to their roll on the Reef Table if Maud is on the table with a Down order (not cumulative with other units sharing this rule). - Winnie and the shillelagh: Whilst any soldiers accompanying Maud are Tough Fighters, Maud himself has a dog and a stick. He attacks with two dice during any assault. - 'The sooner you people get off this beach, the sooner they'll stop the shelling!It's very bad for the dog!': Maud gives the normal +4 morale bonus for a Major or equivalent. However,he may activate up to 5 units using the 'You man, snap to action!' rule, but only using Run or Advance orders. He wants people off his beach! - 'Never mind the blathering!': Maud is always ready to lend an encouraging word to his subordinates.Once per turn Maud may use an Advance or Run order to close within 6" of a friendly unit to give them a piece of his mind. That unit may remove all pin markers. And then add another pin marker for the reprimand.

SERGEANT PATRICK MCGEEVER

Known in his platoon for his ability lay down pinpoint fire with a Vickers machine gun, Sergeant McGeever's machine gun team was the only support weapon Lt Colonel Otway had available in his attack on the Merville Battery. McGeever took out three MG42's on the left flank while covering the advance into the battery. McGeever would later win the Military Medal for gallant bravery during the battle for Breville where he was wounded but stayed at his post.

Sergeant McGeever's machine gun team may be taken as an infantry option instead of an MMG team in the 1944-Normandy selector from *Armies of Great*

Britain, Merville Assault (Historical) or Merville Assault (Planned) reinforced platoons, British 6th Airborne reinforced platoon (D-Day morning) and British/Canadian D-Day reinforced platoon (Off the beaches).

Cost	80pts (Veteran)
Team	Sergeant Patrick McGeever and two gunners.
Weapons	MMG team
Special Rules	- MG Wizard: Sergeant McGeever's medium machine gun team gets a +1 to hit modifier when given the Fire order - Team weapon - Fixed

LIEUTENANT COLONEL TERENCE OTWAY

A Sandhurst graduate of 1933, Otway was commissioned to the Ulster Rifles. Seeing combat in Shanghai and the Northwest frontier of India. He attended the Staff College in June 1941. On graduating in December 1941, he was ranked 4th out of 200 in his class. In July 1943 he returned to the Ulster Rifles which were now part of the 6th Airborne Division. By March 1944 he was promoted to Lt Colonel and given command of the 9th Parachute Battalion where he would begin planning the Merville Battery operation. For his leadership in the Merville Battery assault he was awarded the Distinguished Service Order. Otway was wounded several times during his service in Normandy, the worst of which lead to his evacuation in July 1944. Otway ended the war in Asia training a new parachute unit. Lieutenant Colonel Otway was seen as a tough, reliable officer trusted by his men. He was also a thorough and flexible planner of military operations. This is definitively demonstrated is his planning of the Merville battle which in the end helped secure victory.

Lt Colonel Terrance Otway may be taken in the headquarters section of the following theater selectors: Merville Assault (Historical) or Merville Assault (Planned) reinforced platoons, British 6th Airborne reinforced platoon (D-Day morning) and British/Canadian D-Day reinforced platoon (Off the beaches), and the 1944 Normandy selector in *Armies of Great Britain*.

Cost	185pts (Veteran Major)

Composition	One officer and up to two men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	- Otway may be accompanied by two soldiers at a cost of +14pts per man
Special Rules	- Stubborn: Paratroopers don't give in easily! All paratroopers count as stubborn. If forced to check morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Thorough Planner: By D-Day Otway's men knew the battery inside out, having trained on a replica of the battery at night, they knew the enemy's positions and their role in the plan. When fighting in a scenario or battle that uses the night fighting rules every unit in a force that has Otway present in it gains an extra +6" of vision when they add visibility modifiers to their visibility roll.



Royal Marine Commandos and their supporting Centaur CS tank liberate a French village

GERMAN CHARACTERS

OBERST FRIEDRICH VON DER HEYDTE

Friedrich von der Heydte was a devout Catholic with a long and illustrious military record during the Second World War. He started the war as a junior officer in the German army, distinguishing himself in the Polish and French campaigns. He then transferred to the Luftwaffe after the Battle of France where he was assigned to the Fallschirmjäger and promoted to *Hauptmann* (Captain). He took part in the invasion of Crete, the first airborne dominated operation in history. On Crete he was involved in some of the heaviest fighting. For his brave leadership he was awarded the Knights Cross, presented to him by Adolf Hitler. After a promotion to Major he was sent to the Russian front with his unit, the 1st Battalion, 3rd Fallschirmjäger Regiment, where he took part in the fighting around Leningrad. At the end of 1941 his battalion was withdrawn from the Russian front to replenish the losses taken in the bloody fighting.

Von der Heyte was then transferred to the deserts of North Africa, as the commander of the Fallschirm Lehr Battalion (his battalion had been renamed, Parachute Demonstration Battalion), in time to fight in the battle of El Alamein with the Ramcke Brigade. He stayed in North Africa with his unit until February 1943 when he was transferred to France. In France his battalion became one of the founding units of a new division, the 2nd Fallschirmjäger Division. From there the Division was transferred to Italy where, in January 1944, von der Heyte was given command of the 6th Fallschirmjäger Regiment.

In early 1944 the 6th Fallschirmjäger Regiment was attached to the 91st Luftlande Division in Normandy. When the D-Day landings took place, von der Heydte led his men against the American airborne on D-Day and in the battles for Carentan. Later in the campaign his regiment would take heavy casualties against the US XIX Corps at St Lo.

After pulling out of Normandy Von der Heydte was in the thick of the action again, fighting the US airborne in Operation *Market Garden*. For his efforts in that operation he received Oakleaves to his Knight's Cross.

Von der Heydte would end his war during the Battle of the Bulge, in the last German airborne operation of the war. He parachuted behind American lines with an injured arm. On landing he injured his other arm and with his force soon defeated, he was captured by the Americans. Oberst Friedrich von der Heydte always seemed to be where the fighting was the most decisive. He faced every situation with the steadiness that is required of a leader of men.

Oberst Friedrich von der Heydte may be taken in the headquarters section of the following theatre selectors: 1941- Operation Mercury, 1944- Normandy, and 1944(n dash)1945- Operation Watch on the Rhine in the Armies of Germany book. In this book he may be taken in the 91st Luftlande Division Reinforced platoon.

Cost	180pts (Veteran Major)
Composition	One officer and up to two men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	- Oberst von der Heydte may be accompanied by up two soldiers at a cost of +13pts per man
Special Rules	- Stalwart: Von der Heydte was a strong willed and effective officer who inspired confidence in his men. When von der Heyte is activated he may remove a pin marker from a friendly unit within his command range.



Veteran Grenadiers Squad

OBERST HANS VON LUCK

Hans von Luck seemed to be a man of destiny. He was involved in some of the most critical battles and turning points of the war. From the campaign in Poland where he led the way into Poland with his reconnaissance unit, his time serving with Rommel in the Battle of France and the Desert war, to being one of the

first officers to take the fight to the Allies on D-Day. Von Luck was a straight forward Old World gentlemen born into an aristocratic family whose military heritage stretched back centuries.

A reconnaissance officer for most of the war, von Luck was at the vanguard of some of the Blitzkrieg eras greatest German victories. In France his reconnaissance unit was at the forefront of the Ghost Division's drive to the sea while during Operation *Barbarossa* he reached the outskirts of Moscow. In North Africa he led the 21st Panzer Division's reconnaissance battalion through the battles of Gazala and El Alamein. Fortunately for von Luck he left Tunisia before the remainder of the 21st Panzer Division surrendered.

On D-Day von Luck's energy and initiative was again on display. He was one of the few officers to act decisively in the early hours of D-Day, doing what he could with the means at his disposal. During Operation *Goodwood*, von Luck's conduct was critical in delaying the advance of the Guards Armoured Division which pressed hard on the heels of the defeated 21st Panzer Division. After fighting in the Ardennes offensive von Luck fought in the last desperate battles against the Russians. At the end of the war von Luck was captured by the Russians, he was sent to the equivalent of a GULAG for POWs. After his release in 1950 he returned to West Germany and became heavily involved in veterans' associations. During his wartime service he was awarded the German Cross in Gold and the Knight's Cross.

Oberst Hans von Luck may be taken in the headquarters section of the following theatre selectors: 1944-Normandy and Operation Watch on the Rhine, from the *Armies of Germany* book. 21st Panzer Division Panzergrenadier Reinforced Platoon from this book.

Cost	200pts (Veteran Major)
Composition	Major Hans von Luck and up to two men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	- Major von Luck may be accompanied by up to two men at a cost of +13pts per man
Special Rules	- Man of Initiative: At the start of each turn of the game the German player controlling Major von Luck rolls a die. On a roll of 4, 5, or 6 the German player gets the first order dice of that turn. - Recce: As long as Major von Luck is a passenger in a Kübelwagen, the vehicle counts as having the Recce rule.



Panzers Reinforce the Montebourg Front, June 9–10, 1944 by Steve Noon © Osprey Publishing. Taken from Campaign 278: *Cherbourg 1944*

US CHARACTERS

BRIGADIER GENERAL NORMAN 'DUTCH' COTA

A graduate of West Point, by D-Day 'Dutch' Cota had 27 years of experience in the US Army. In the first 18 months of his military career, during the First World War, he was promoted from a 2nd Lieutenant to a Major by war's end. In the first two years after the United States' entry into the Second World War he served with the 1st Infantry Division as a Colonel until his promotion to Brigadier General in mid-1943. At the same time, he was transferred to Combined Operations in England where he oversaw training of amphibious operations in preparation for the invasion. In his position there he had argued that a pre-dawn D-Day landing would be more effective than a daylight amphibious operation.

Cota wanted to take part in the invasion and was made assistant divisional commander of the 29th Infantry Division. On D-Day, Cota landed with the second wave under fire from German machine gun and mortar fire on Dog White beach. Upon reaching the seawall he found pinned and demoralised men. Standing in contempt of the enemy fire, cigar in mouth, he rallied the men, overseeing a breach of the enemy's defences, then the opening of a vital exit off the beach, one of the first on Omaha Beach.

Following D-Day Cota took command of the 28th Infantry Division leading it through the horrendous battle at Hurtgen Forest. Cota objected to the orders he was given but his superior ignored his objections. Cota's division would take over 6,000 casualties during the operation. Cota led the 28th through the last battles of the war in Europe. Throughout his military career Cota won many awards for bravery, these included the Distinguished Service Cross (D-Day), the Silver Star, a bronze oak leaf cluster to the Silver Star, the Distinguished Service Medal, the Legion of Merit, and a bronze oak cluster to the Legion of Merit. Norman 'Dutch' Cota will also be remembered for his valour under fire.

General Dutch Cota may be taken in US Beach Assault selector (see [here](#)), US D-Day reinforced platoon (afternoon), and the Normandy selector ([here](#) in *Armies of the United States*)

Cost	225pts (Veteran Major)
Composition	Dutch Cota and up to two men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	Dutch Cota may be accompanied by up to two men at a cost of +13pts per man
Special Rules	- Fearless: Dutch Cota's fearless and decisive leadership on D-Day inspired pinned and demoralised men to do what they needed to do to get off the beach and out of the enemy kill zone. All friendly units within line of sight of General Cota count as At Full Strength (regardless of the initial or current number of men in the unit). - Charmed Life: On D-Day Dutch Cota was seen by many GIs walking around Omaha beach upright when everyone else was ducking for cover as heavy fire kicking up sand flew past their heads. For every point of damage suffered by Cota, roll a die. On a 4+, that point of damage is ignored.

2ND LIEUTENANT RONALD SPEIRS (NORMANDY)

Born in Edinburgh, Scotland in April 1920, Ronald Charles Speirs was the son of an engineer who emigrated his family to the United States in 1924. Speirs grew up and was educated in Boston, graduating from high school in 1938 before studying accounting in college. With America's entry into World War II in December 1941, Speirs soon put his accounting career on hold and volunteered for military service. With a college background, he was selected for commissioned entry into the US Army and began basic training at Camp Shelby, Mississippi in April 1942. Before graduating from training, he was selected for service with the embryonic Parachute Infantry and sent to Camp Toccoa, Georgia. After advanced training, Speirs graduated and would become one of the platoon leaders in the newly formed 101st Airborne Division in June 1943.

Speirs led his platoon into combat for the first time on the morning of 6th June 1944, parachuting into occupied France as part of the precursor for the amphibious assault at dawn. It was during the Normandy fighting that Speirs quickly gained a reputation for fearlessness, leading from the front, and for brutality. Two controversial episodes would follow Speirs for the rest of his career. Rumours circulated of Speirs being directly involved in the execution of German POWs, and an incident where he shot a drunken American NCO for disobeying his orders and turning a weapon on him. Whilst the exact origins of

both stories may never be confirmed, it was clear that Speirs did not object to the hushed whispers that circulated.

After Normandy, Speirs and his men also saw action in Holland during Operation *Market Garden* and at Bastogne during the bitter Christmas of 1944. On 9 January 1945, Easy Company of the 506th Parachute Infantry Regiment was ordered to recapture the town of Foy to the northeast of Bastogne. The attack stalled in open ground and heavy casualties were sustained. Speirs was ordered to take command of the situation. Sprinting forward he quickly took charge of the chaos and confusion and assembled the attackers into a firing line.

His next action passed into legend – a platoon had been ordered to the far side of the town on a flanking manoeuvre. Speirs ran directly through the centre of the town – and the German defenders – to link up and give them instructions on how he wished the assault to proceed. If his survival was not miraculous enough, he then repeated the feat to sprint back to the main body of Easy Company and lead them to victory.

Ronald Speirs also served during the Korean War and the Laotian Civil War, finally retiring from the US Army in 1964 with the rank of lieutenant colonel. He passed away in 2007 at the age of 86.

2nd Lieutenant Ronald Speirs can be taken in the compulsory section of the following reinforced platoons: US Airborne (D-Day) and US D-Day Reinforced platoon (Afternoon) in this book and 1944-Normandy, 1944-Operation Market Garden from the *Armies of the United States* book.

Cost	140pts (Veteran 1st Lieutenant)
Composition	One officer and up to two men.
Weapons	Pistol, rifle, or SMG as depicted on models.
Options	- Ronald Speirs may be accompanied by up 2 men at a cost of +13pts per man.
Special Rules	- Natural Leader: Speirs is treated as a 1st Lieutenant, even though his actual rank is that of 2nd Lieutenant. - A Man with a Reputation: Stories of Speirs' courage, killer instinct, and brutality are rife within the US airborne. Speirs inspires confidence in many, even fear in some. He may remove one pin marker per turn from a single friendly unit within 12" when he is activated each turn. - Unkillable: Speirs is a man with an uncanny knack for survival. Whether it is skill, tenacity, raw strength, or just luck, it cannot be said. If Speirs is killed roll a d6 – on a 4+ he remains in play unscathed.

STAFF SERGEANT HARRISON SUMMERS

On D-Day Staff Sergeant Harrison Summers' exploits created a legend which earned him the nickname "The Sergeant York of World War Two", which in modern terms is like calling a contemporary soldier the equivalent of the Hollywood mythical character John J Rambo. Summers engaged a garrison of 200 Germans singlehanded at complex XYZ and won! For his exploits at XYZ Summers was nominated for the Congressional Medal of Honor. He did not receive this honour mainly due to the fact that his commanding officer Lt Colonel Patrick Cassidy could not believe that one man could inflict the damage Summers did on that day. Summers instead received the Distinguished Service Cross and received a battlefield commission.

On June 11th Summers was involved in another legendary action of the 101st Airborne in Normandy, taking part in Lt. Colonel Robert Cole's famous bayonet charge at a cabbage patch near Ingouf Farm, Carentan. At the head of a platoon, Summers would serve through the 101st's most storied campaigns, through Operation *Market Garden* and the Battle of the Bulge. Summers ended his military career with an honourable discharge in 1945, his exploits at complex XYZ would again be told in the popular 2005 video game *Brothers in Arms: Road to Hill 30*.

Cost	+35pts
Composition	Staff Sergeant Harrison Summers
Weapons	SMG
Team	Staff Sergeant Harrison Summers is not a team but instead may be added to any US Paratrooper squad (Armies of the United States, Normandy and Late War) replacing their NCO for the cost listed above.
Special Rules	- Mow 'em Down! During the battle for Objective XYZ Summers had to take on an enemy that far outnumbered him. Summers used the firepower of the Thompson SMG and his own indomitable will to even the score. S Sgt Summers' SMG has a rate of fire of 3 (3 shots) instead of the usual 2. - Lead by Example: Summers has the Tough Fighter special rule. Leading from the front Summers inspires other men to feats of derring-do, conferring tough fighters to the rest of the squad. - The Sergeant York of WWII: Through auspicious acts of bravery and grit Sergeant Summers was known by many as the Sergeant York of World War II. SSgt Summers and any squad he commands always use their unmodified morale of 10 to make order test rolls ignoring the number of pins they have gained when

making this test. If Summers is killed the squad loses the benefit of this rule.

1ST LIEUTENANT TURNER BRASHEARS TURNBULL III

Turner Turnbull was born in Durant, Oklahoma on October 21st, 1921. His father was a Choctaw Native American, his mother Scottish. After graduating from high school, he joined the Oklahoma National Guard. A year later he joined the army full time and was posted to the 45th Infantry Division. He was commissioned a 2nd Lieutenant after attending officers' training school in Fort Benning, Georgia.

By 1942 he had joined the paratroopers and was assigned to the 82nd Airborne Division. The 82nd was soon sent to North Africa where Turnbull first saw combat. While fighting in the Sicily campaign Turnbull was seriously wounded in the abdomen which saw him out of action for four months. After serving a short stint in Italy, Turnbull and the 82nd were transferred to England in preparation for the invasion in early 1944.

On D-Day Turnbull landed in drop zone O with the 2nd/505th Battalion. On D-Day morning he was ordered to perform a delaying action at Neuville-au-Plain while the rest of the 2/505th Battalion set up defences in the northern outskirts of Sainte-Mère-Église. With tactical skill and bravery Turnbull and his men held out for eight hours against a force five times the size of Turnbull's platoon. Turnbull managed to get 16 of his men out before the Germans encircled the hamlet.

Tragically he was killed on the morning of June 7th, 1944 when a mortar round landed amongst Turner and his men. He was posthumously awarded the Silver Star.

1st Lieutenant Turner Turnbull III can be taken in the compulsory section (Lieutenant) of the following reinforced platoons: US Airborne (D-Day) in this book and 1944-Normandy, from the *Armies of the United States* book.

Cost	145pts (Veteran Captain)
Composition	One officer and up to two men.
Weapons	Pistol, rifle, or SMG as depicted on models.
Options	- Turner Turnbull III may be accompanied by up two soldiers at a cost of +13pts per man.

Special Rules

- Natural Leader: Turnbull is treated as a Captain, even though his actual rank is that of 1st Lieutenant.
- Defensive Tactician: Turner Turnbull was masterful at establishing defensive positions. This ability was gained through hard won experience acquired in the 82nd Airborne's previous operations in North Africa, Sicily, and Italy. Any US force with Turner Turnbull in it can, after both sides have deployed, in any scenario, redeploy one of its units within 12" of its current position. This redeployment must remain within the unit's deployment zone as set in the scenario being played.

1ST LIEUTENANT RICHARD WINTERS (NORMANDY)

Winters began his career in the army prior to the attack on Pearl Harbour, joining up in August 1941 after graduating from College. Winters was an excellent recruit and in April 1942 was selected as an officer candidate. At Officer Candidate School in Fort Benning, Georgia he met Lewis Nixon who he befriended and would serve with for the duration of the war. Both Winters and Nixon decided to join the parachute infantry and after completing his officer training he joined the 506th PIR in August 1942. He was assigned to Easy Company and made platoon leader of 2nd Platoon. By October he was promoted to 1st Lieutenant.

In June 1943, the 506th became part of the 101st Airborne Division and in September the 506th boarded a ship for England. In England Winters added to the already rigorous training he had received in Toccoa, Georgia. By June 5th 1944 Winters was more than ready for his baptism of fire.

Landing well off course and without a firearm on D-Day, Winters quickly gathered up men and headed to the objective. After encountering resistance on the way Winters made it to Battalion HQ in time to be given orders to attack the battery at Brécourt Manor. On his first day in combat he led his men like a seasoned veteran achieving his objective with thirteen men against 50. For this action he would receive the Distinguished Service Cross. His leadership also won him high respect from his men. On D-Day Easy Company had lost its commanding officer. Winters became Easy Company's commander by default. In the days afterward the 506th fought a tough battle against their opposite numbers in the Fallschirmjäger. In early July Winters and the 506th were pulled off the line and sent back to England.

In September Winters took part in Operation *Market Garden* where in a

battle on a Dutch crossroads he led one squad against 300 Germans, winning the battle and routing the German force. On October 9th 1944 Winters left Easy Company and become the executive officer of the 2nd Battalion, 506th.

In December Winters fought in the legendary fight at Bastogne and in January 1945, in the battle of Foy. In March 1945 Winters was promoted to Major and soon after gained command of the 2nd Battalion when Lt Colonel Sink was promoted and received a new command. Winters ended his war with the capture of Hitler's Eagle's Nest in Berchtesgaden, Bavaria. Winters' World War II exploits have become legend, being immortalised in the popular TV series *Band of Brothers*.

1st Lieutenant Richard Winters can be taken in the compulsory section (Lieutenant) of the following reinforced platoons: US Airborne (D-Day) and US D-Day Reinforced platoon (Afternoon) in this book in this book and 1944-Normandy, from the *Armies of the United States* book.

Cost	195pts (Veteran Major)
Composition	One officer and up to three men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	- Dick Winters may be accompanied by up three soldiers at a cost of +13pts per man (one more than usual)
Special Rules	- Tactical Brilliance: Winter's morale bonus is +4 and the range of this ability is 12". - We're Paratroopers – We're Supposed to be Surrounded: All US Veteran infantry and artillery units within range of Winters' morale bonus also gain the stubborn rule. If forced to check their morale when reduced to half strength, they always test on their full morale, ignoring any pin markers.

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CREDITS

WRITTEN BY

Robert Vella

EDITED BY

Paul Sawyer and Alessio Cavatore

COVER ARTWORK BY

Peter Dennis

INTERIOR ARTWORK BY

Peter Dennis, Howard Gerrard, Mariusz Kozik, and Steve Noon

MINIATURES PAINTED BY

Andres Amian, Jamie Getliffe, Darek Wyrozebski, Kirsten Williams, Paul Sawyer, Neil Burt, Jose Bustamante, Bruce Murray, Gary Martin, Alan Mander, Darren Linington

MINIATURE PHOTOGRAPHY BY

Darek Wyrozebski, Anna Bereza, Liam Raimés-Hall

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The Howitt Wing, Lenton Business Centre, Lenton Boulevard, Nottingham, NG7 2BY, UK

E-mail: info@warlordgames.com

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